

FIG. 1  
(PRIOR ART)

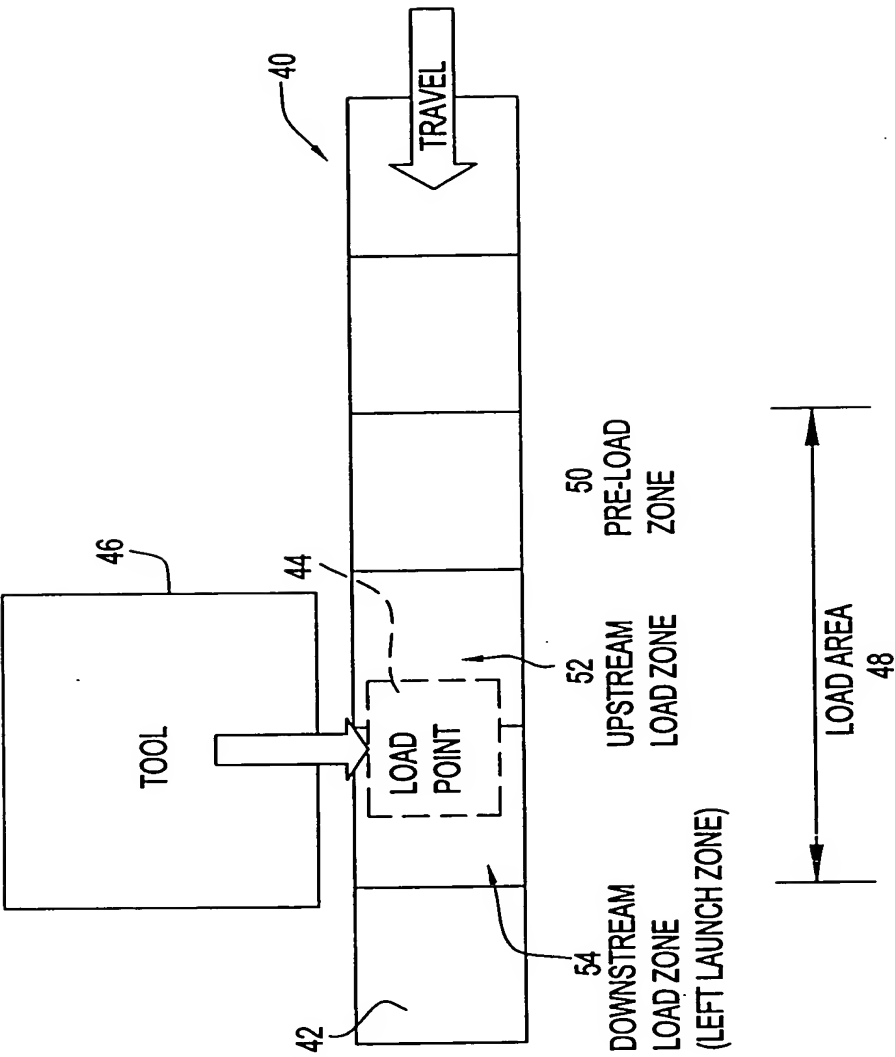


FIG. 2A

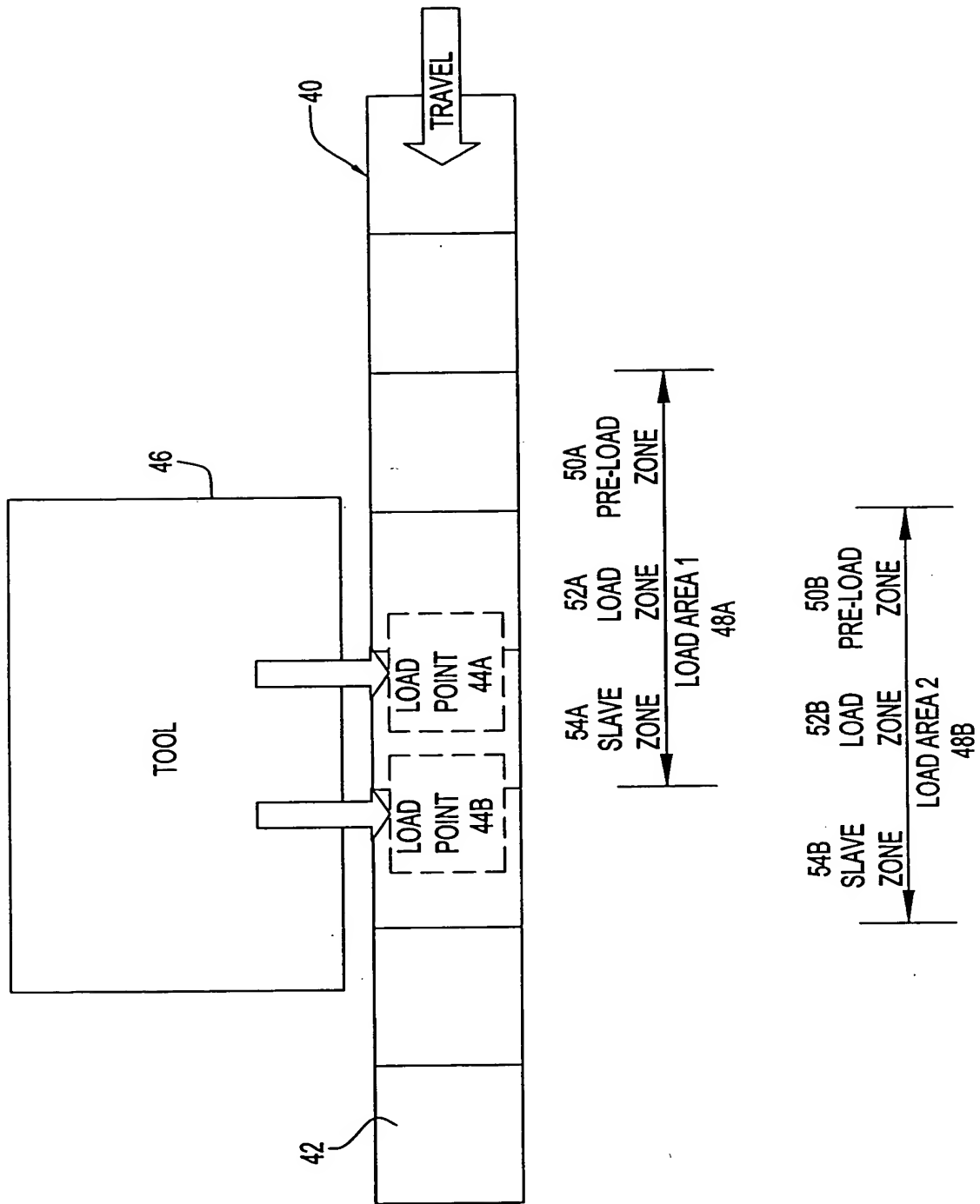


FIG. 2B

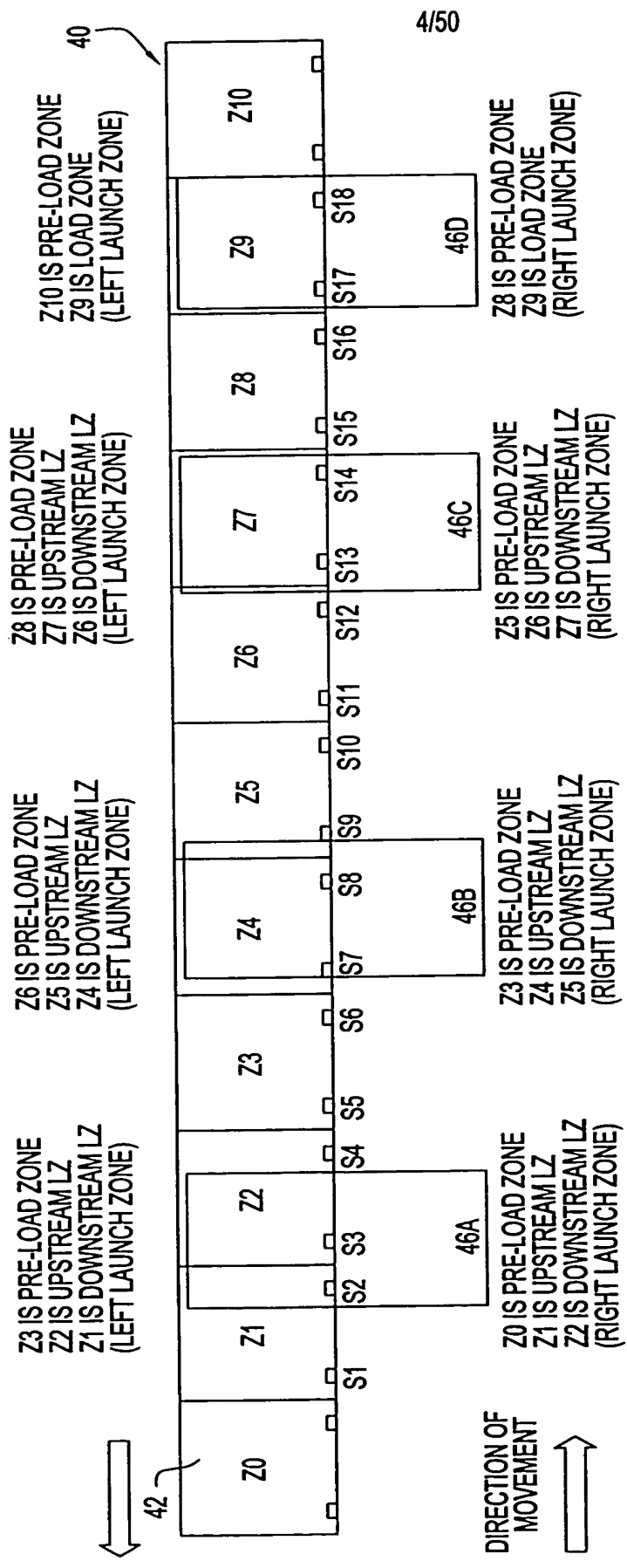


FIG. 2C

NEIGHBORHOOD FOR A RAIL ZONE

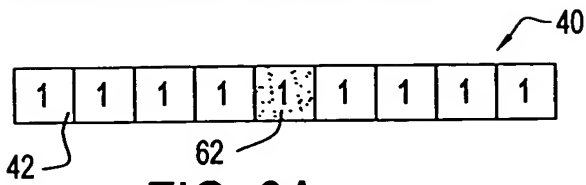
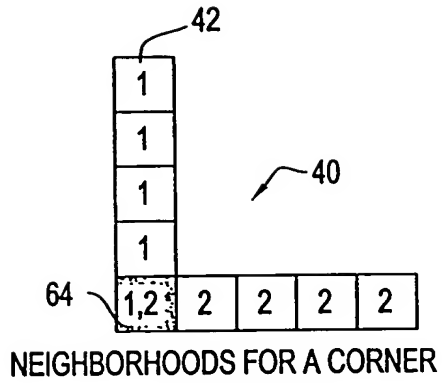


FIG. 3A



NEIGHBORHOODS FOR A CORNER

FIG. 3B

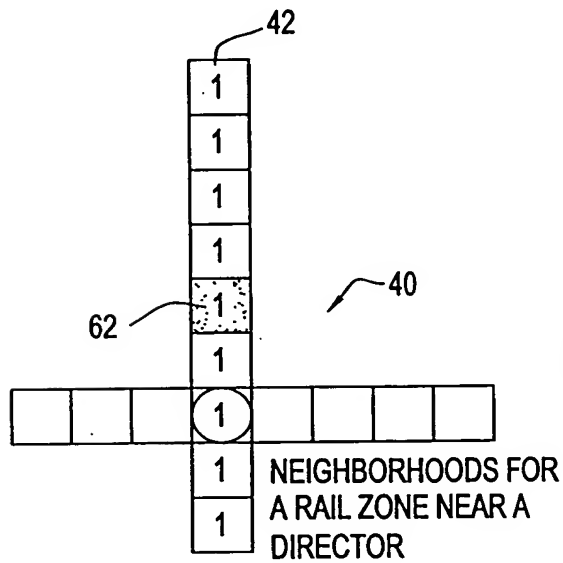


FIG. 3C

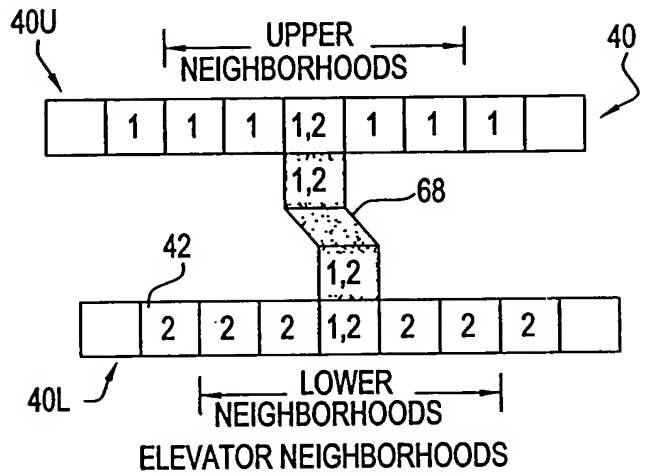


FIG. 3D

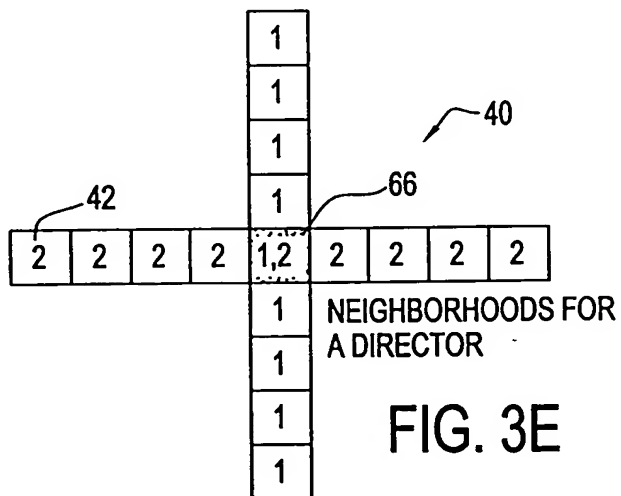


FIG. 3E

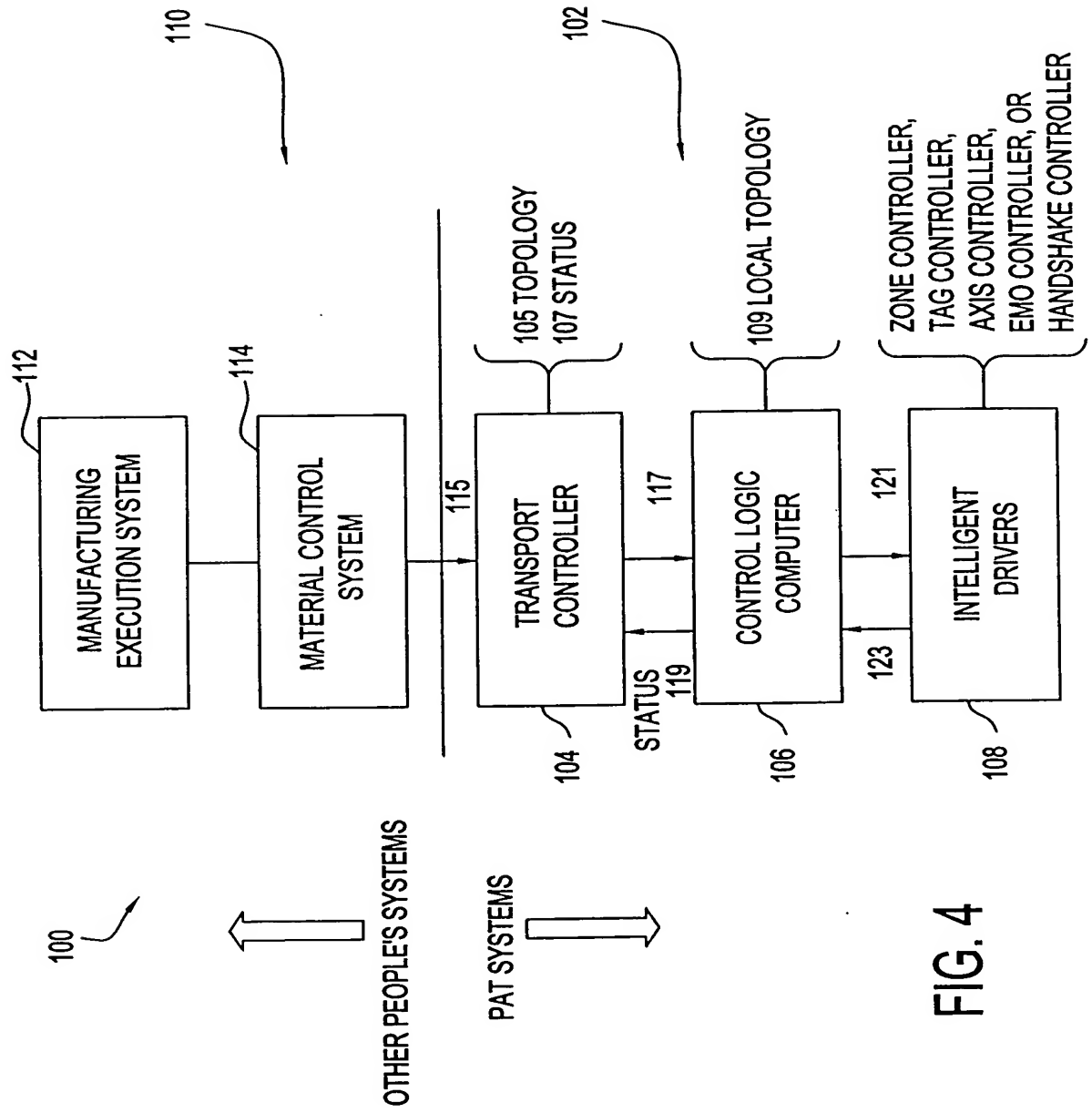


FIG. 4

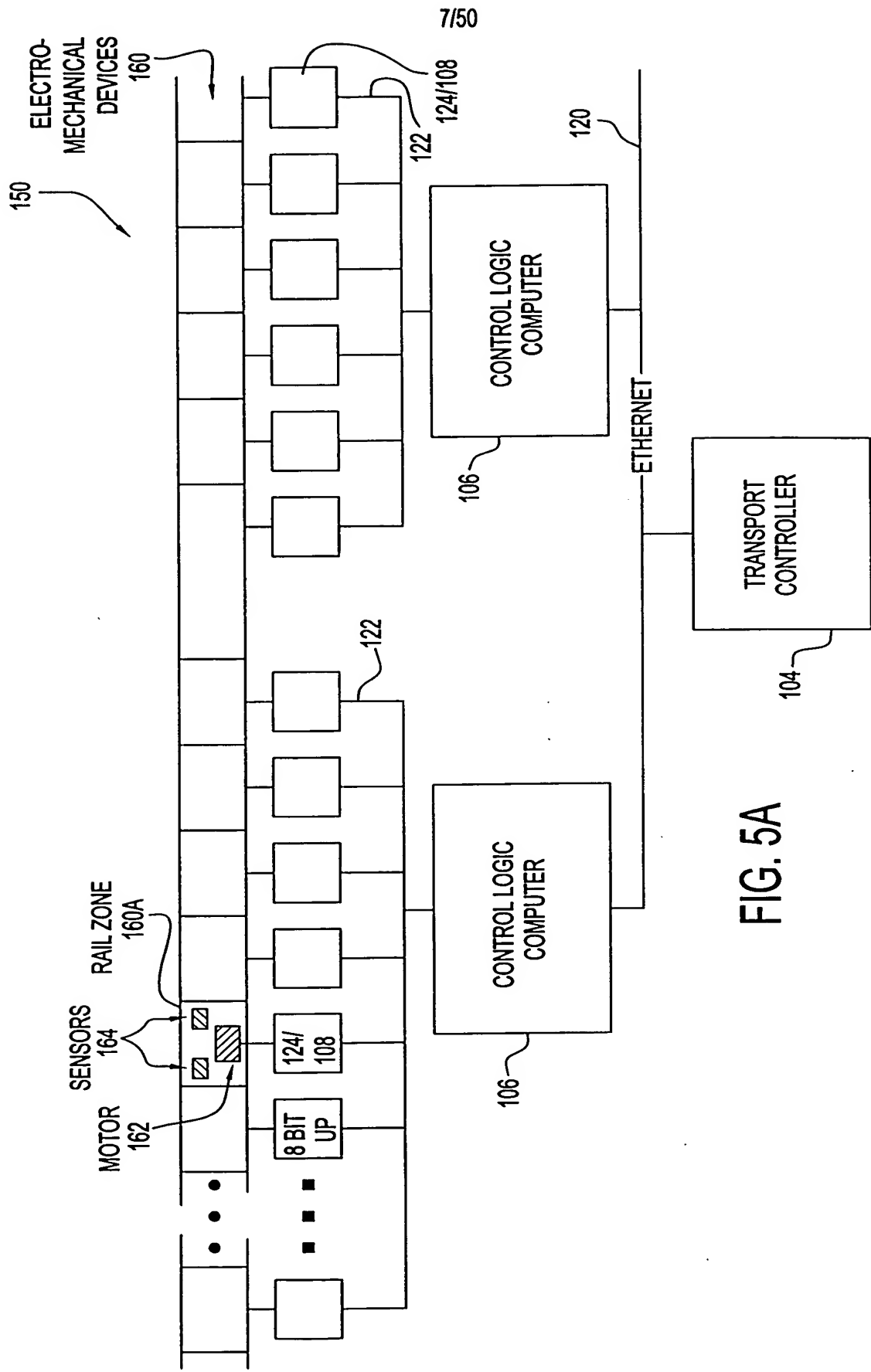


FIG. 5A





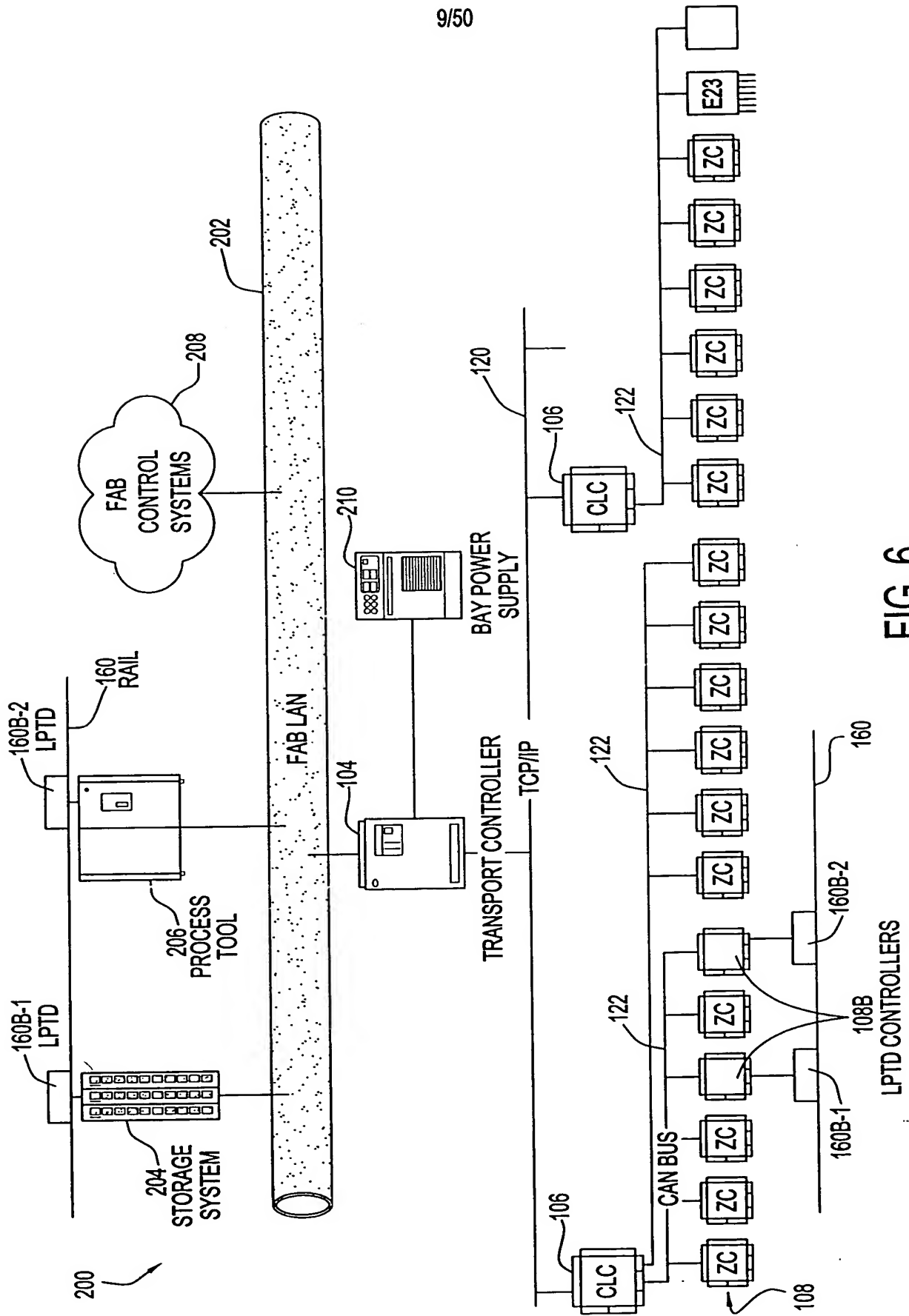


FIG. 6

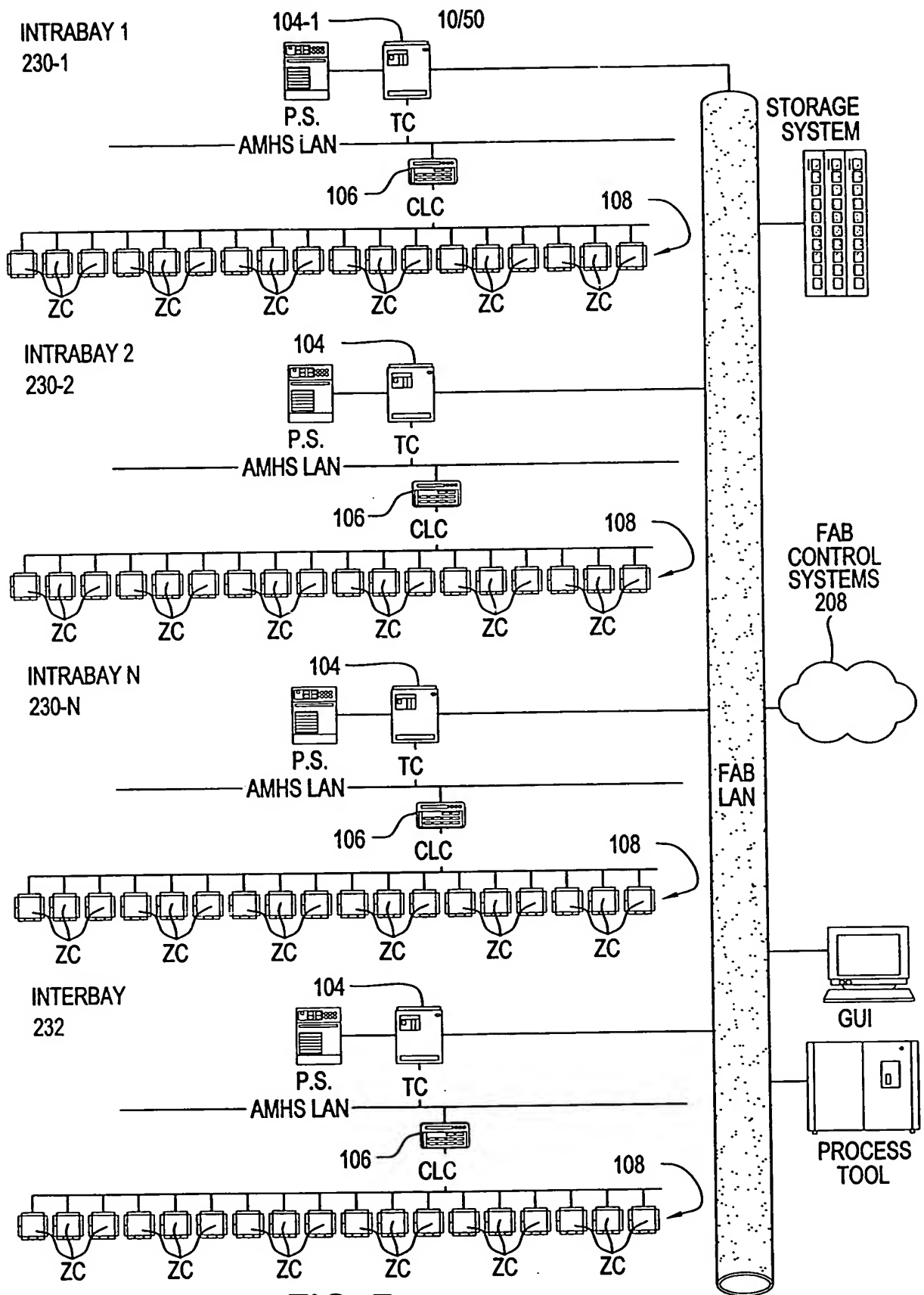


FIG. 7

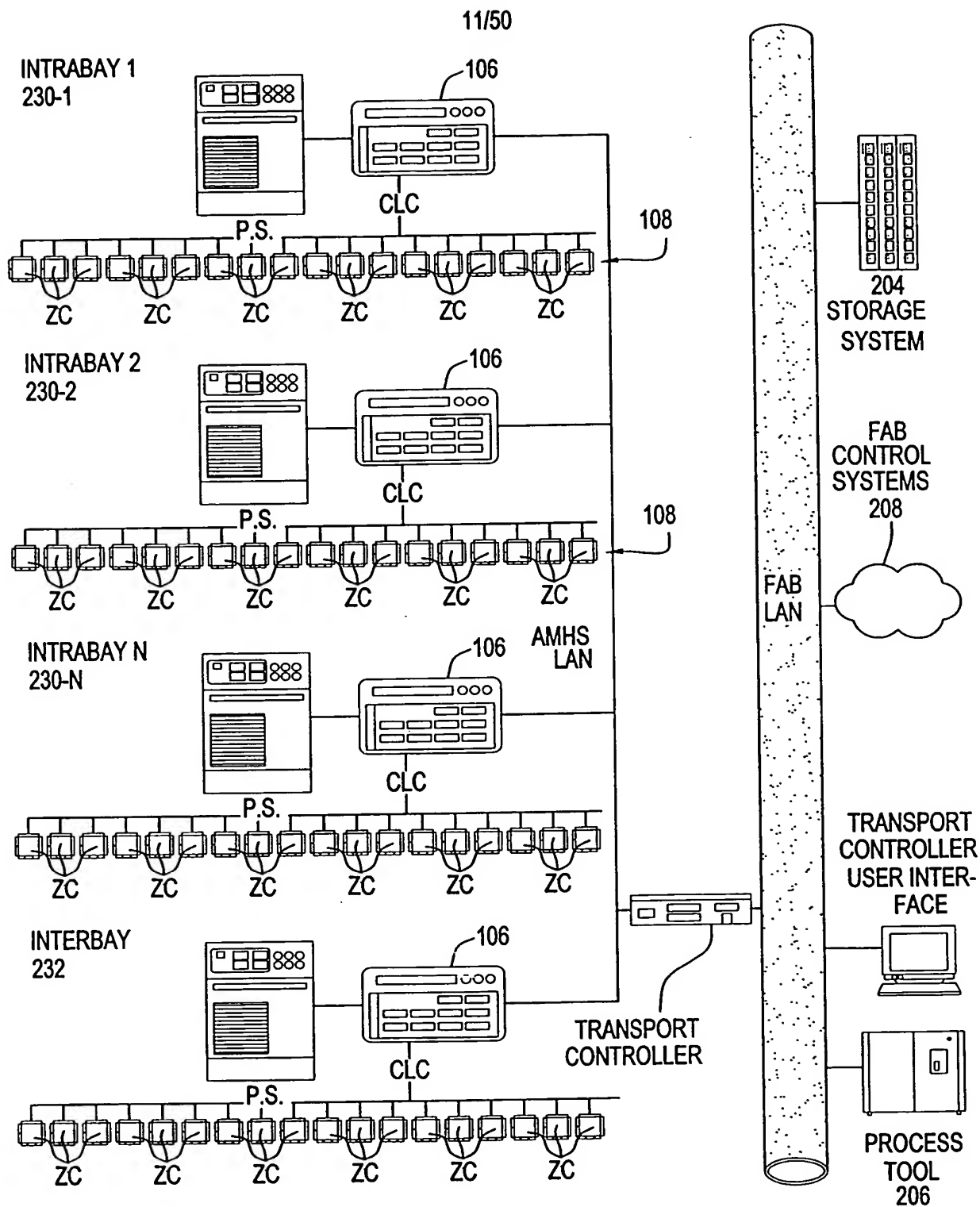


FIG. 8

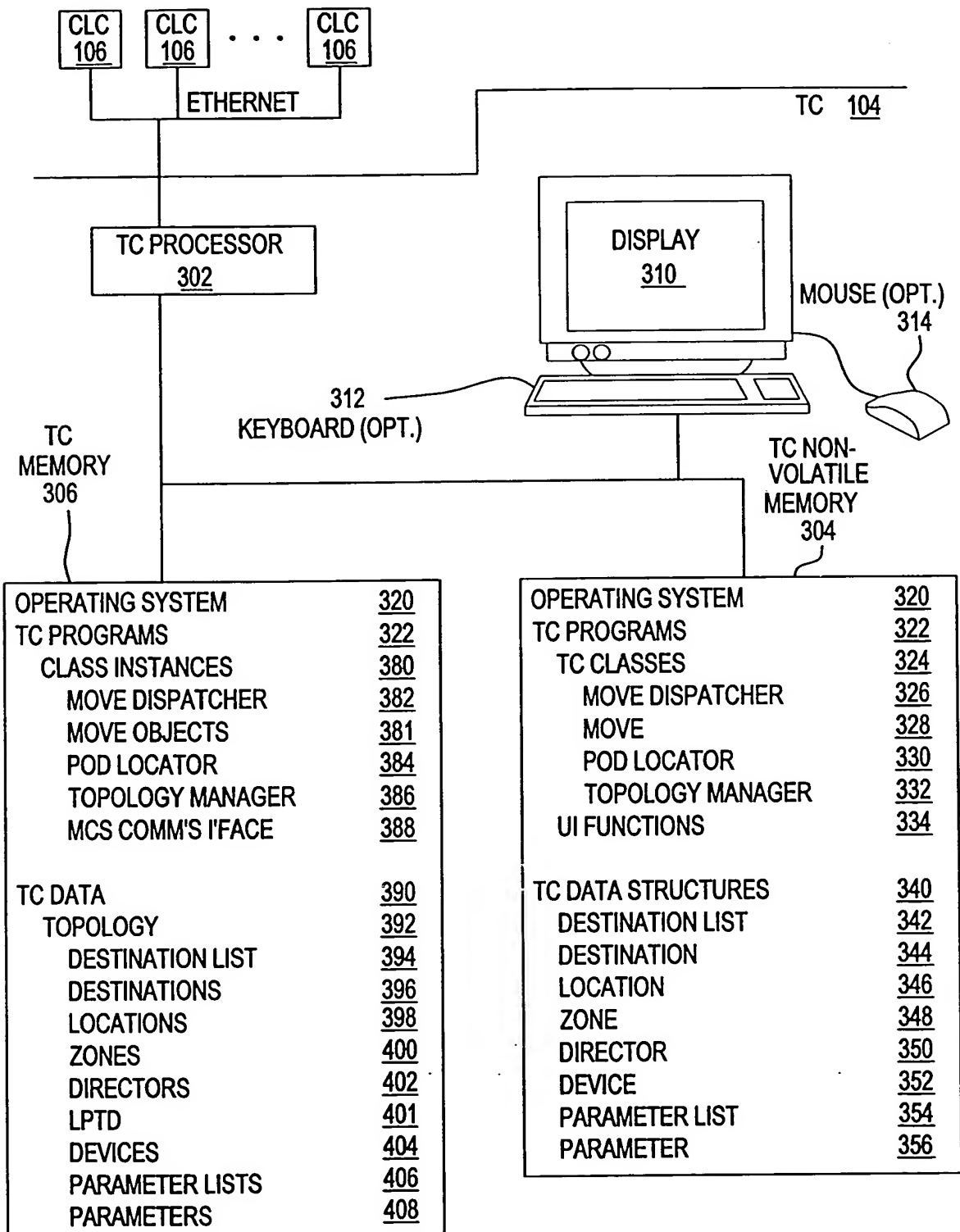


FIG. 9A

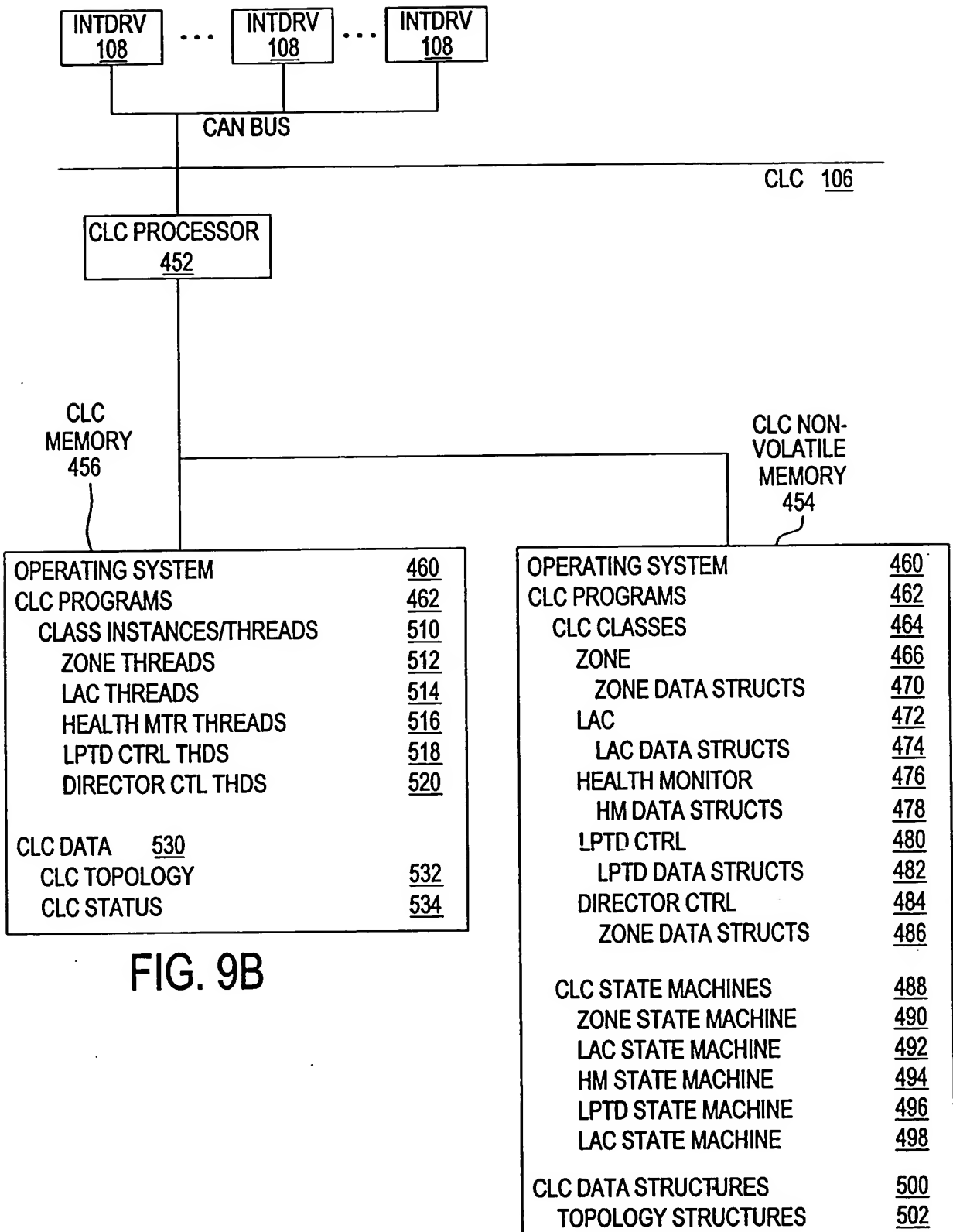
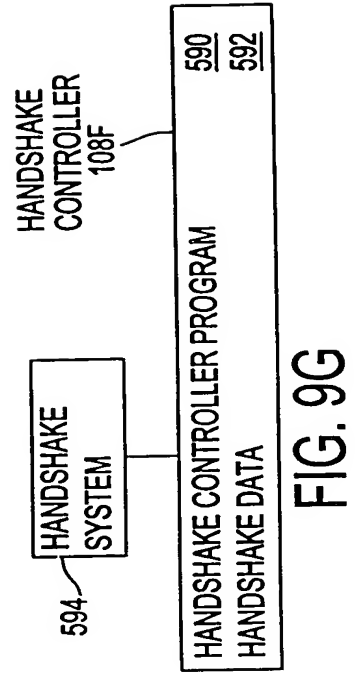
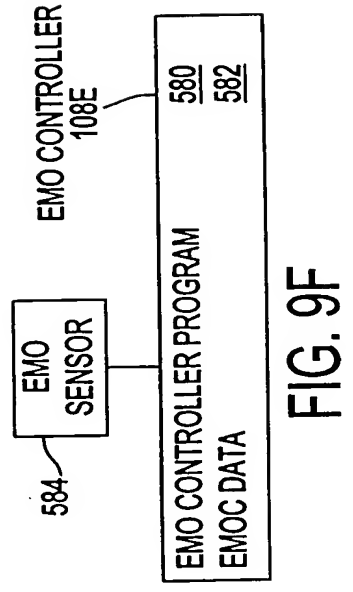
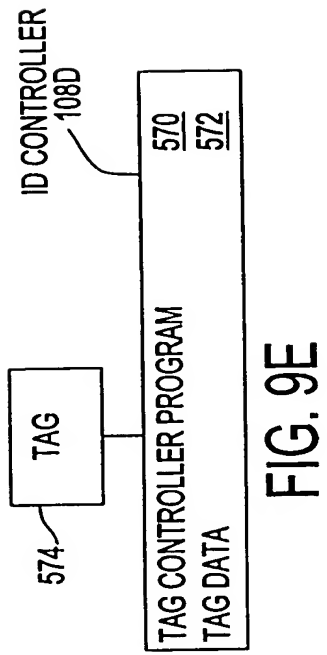
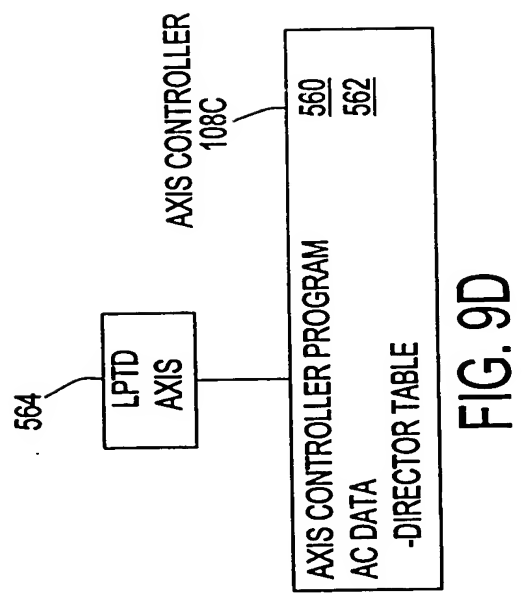
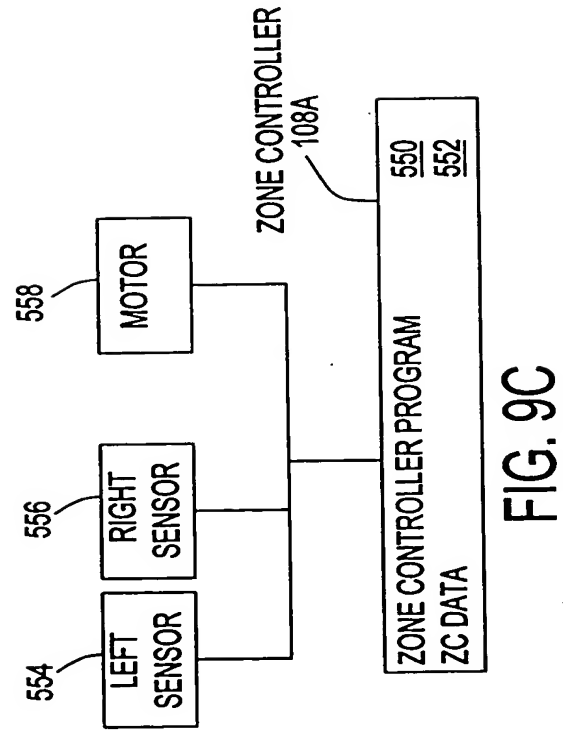


FIG. 9B



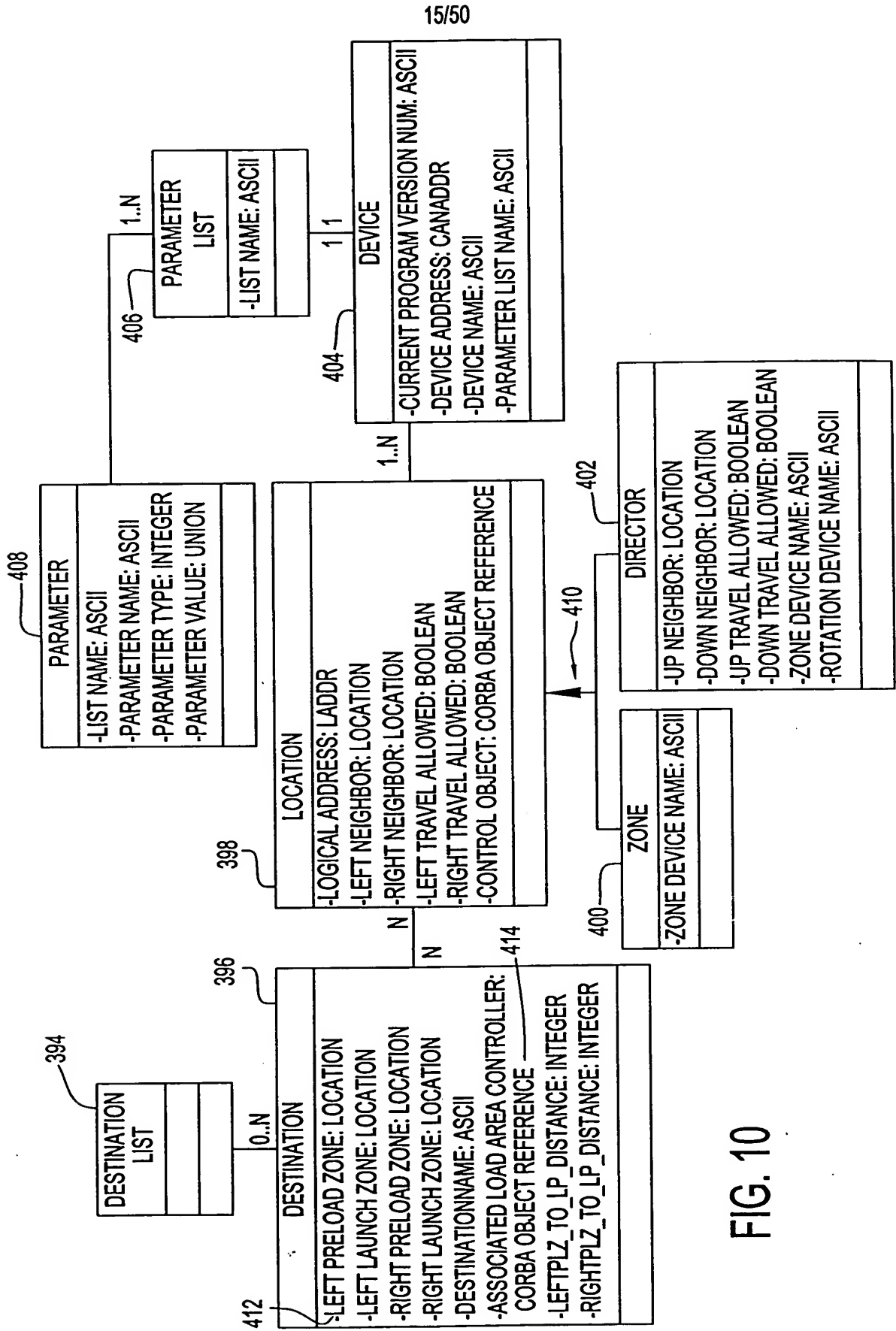


FIG. 10

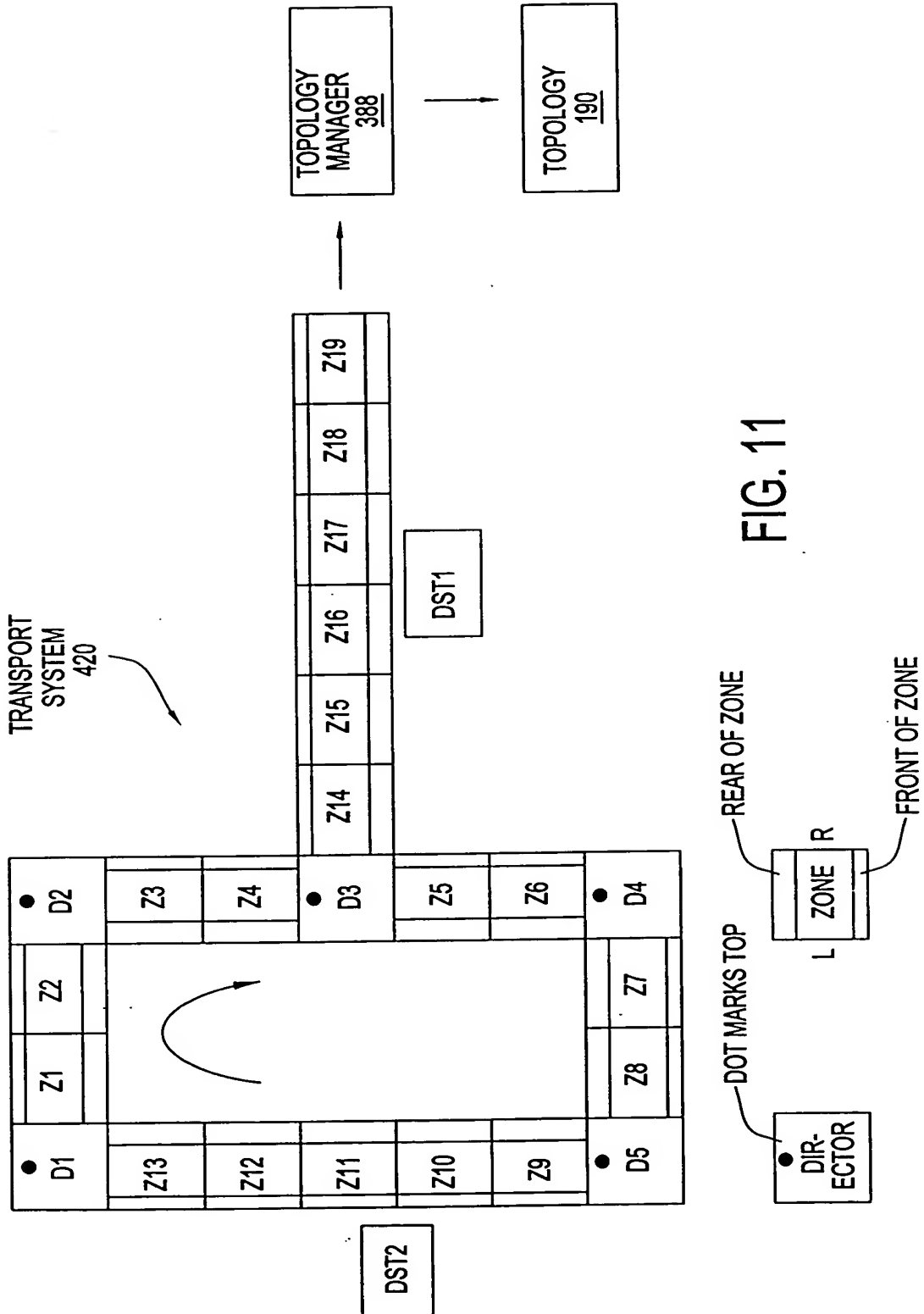


FIG. 11



TOPOLOGY  
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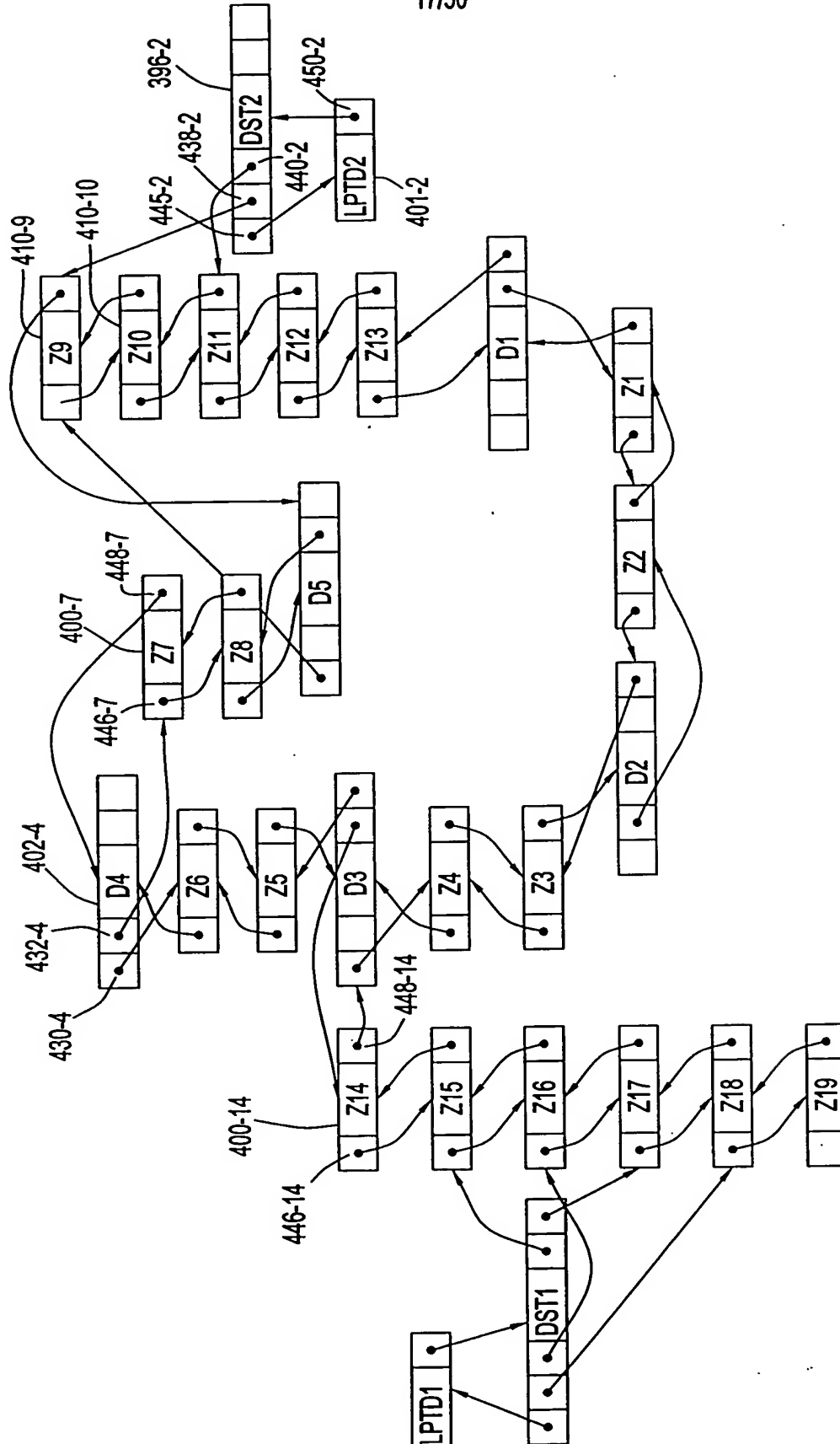


FIG. 12A

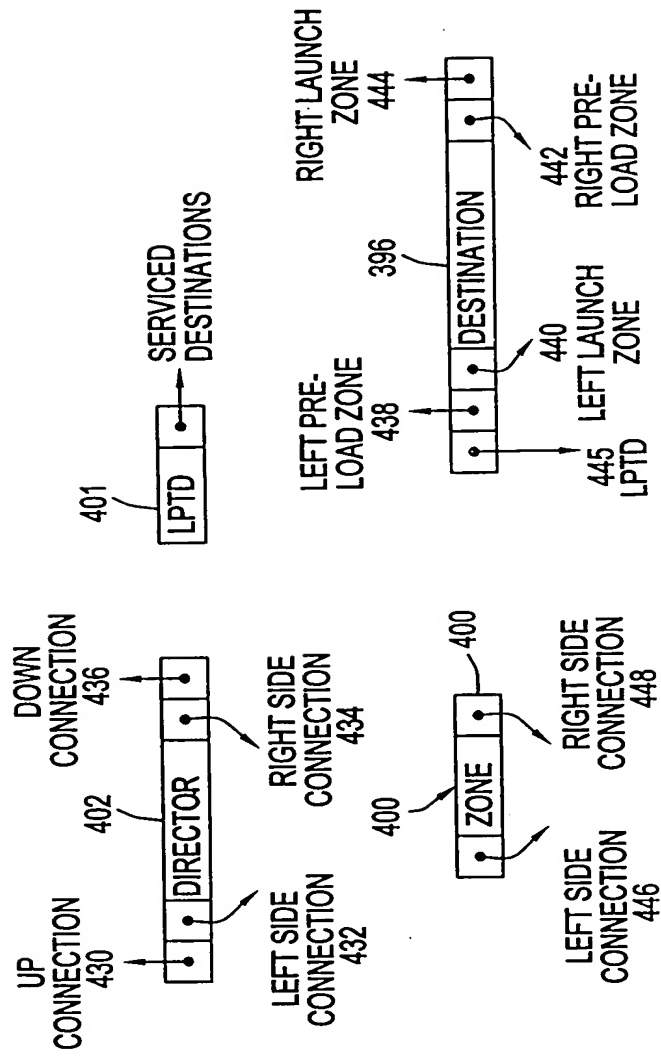
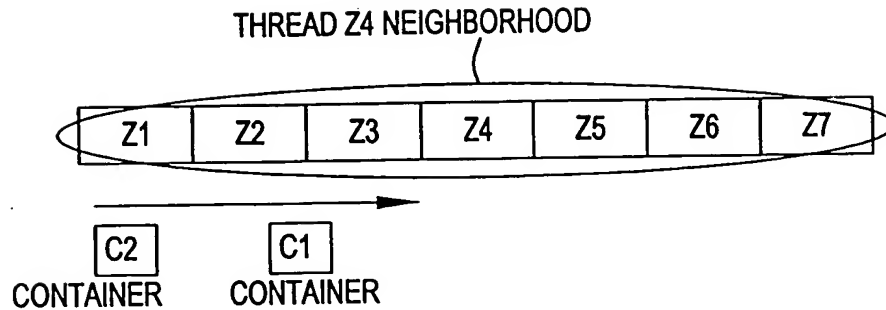


FIG. 12B



ZONE Z4 THREAD      512-4

ZONE STATE MACHINE	<u>620</u>
ZONE THREAD METHODS	<u>622</u>
ZONE Z4 DATA	<u>624</u>
NEIGHBOR STATUS:	<u>626</u>
ZONE Z1 STATUS	<u>628</u>
STATUS {CARRIER EXITING, CARRIER EXITED,	
CARRIER STOPPED, CARRIER REMOVED,	
ZONE AVAILABLE, ZONE RESERVED};	
MAXIMUM SPEED;	<u>630</u>
ZONE Z2 STATUS	<u>632</u>
ZONE Z3 STATUS	<u>634</u>
ZONE Z5 STATUS	<u>636</u>
ZONE Z6 STATUS	<u>638</u>
ZONE Z7 STATUS	<u>640</u>
CONTAINERS QUEUE	<u>642</u>
CONTAINER C1	<u>644</u>
CONTAINER C2	<u>646</u>
NEAREST CONTAINER PTR (=C1)	<u>648</u>
...	
DOWNSTREAM SPEED TABLE;	<u>670</u>
UPSTREAM SPEED COMMAND;	<u>672</u>
MAXIMUM SPEED;	<u>674</u>
SPEED TABLE RULES)	<u>676</u>

FIG. 13

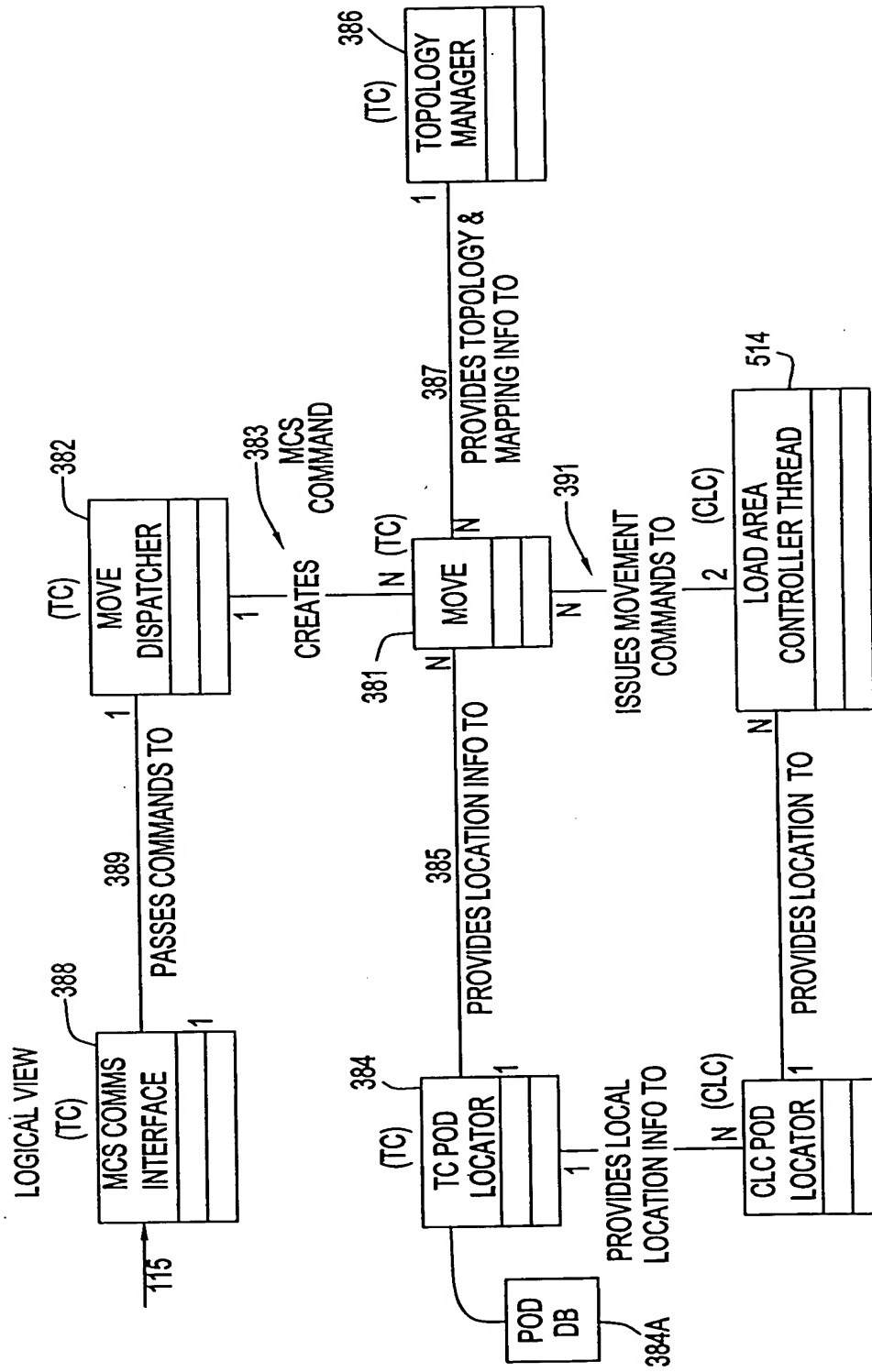


FIG. 14

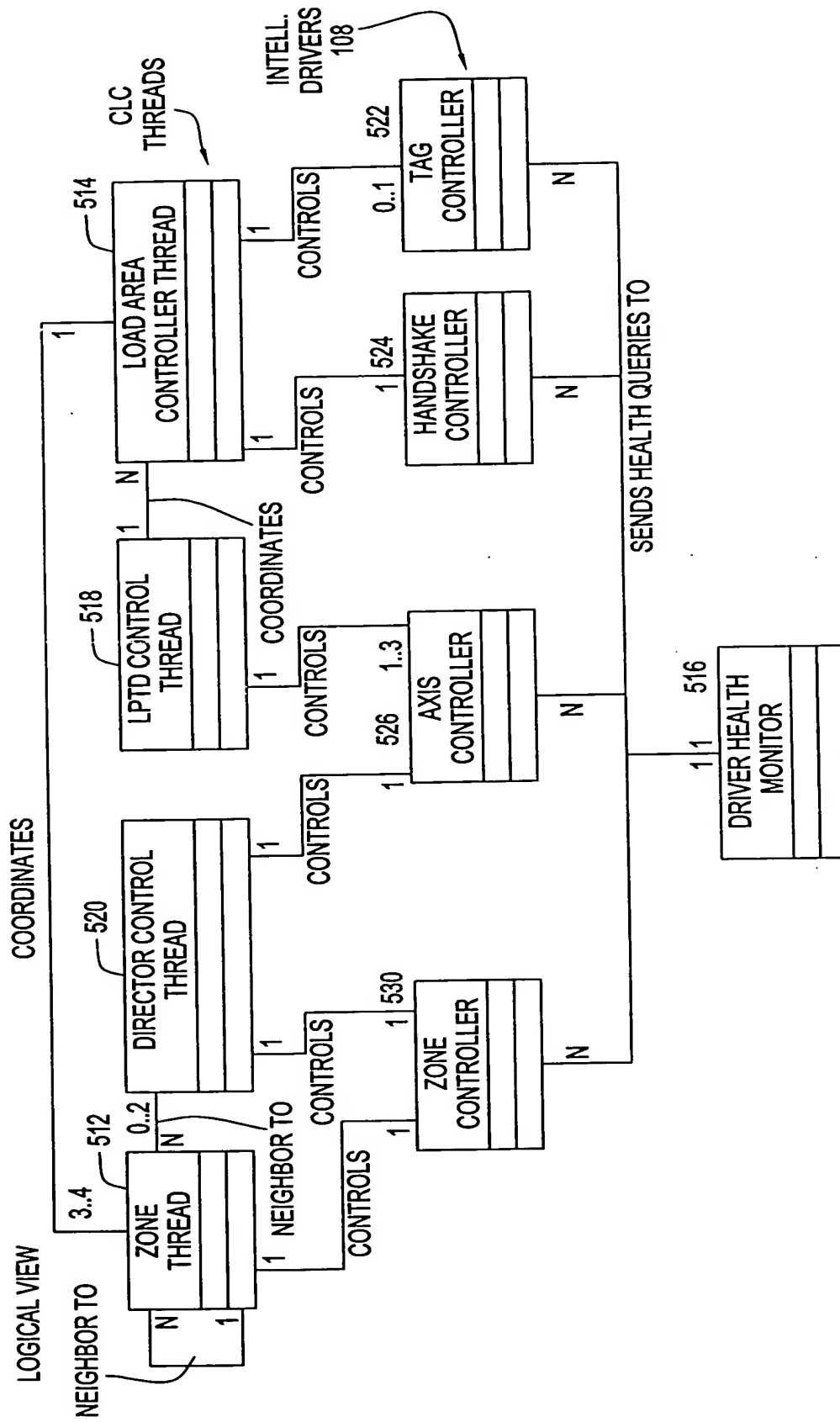


FIG. 15

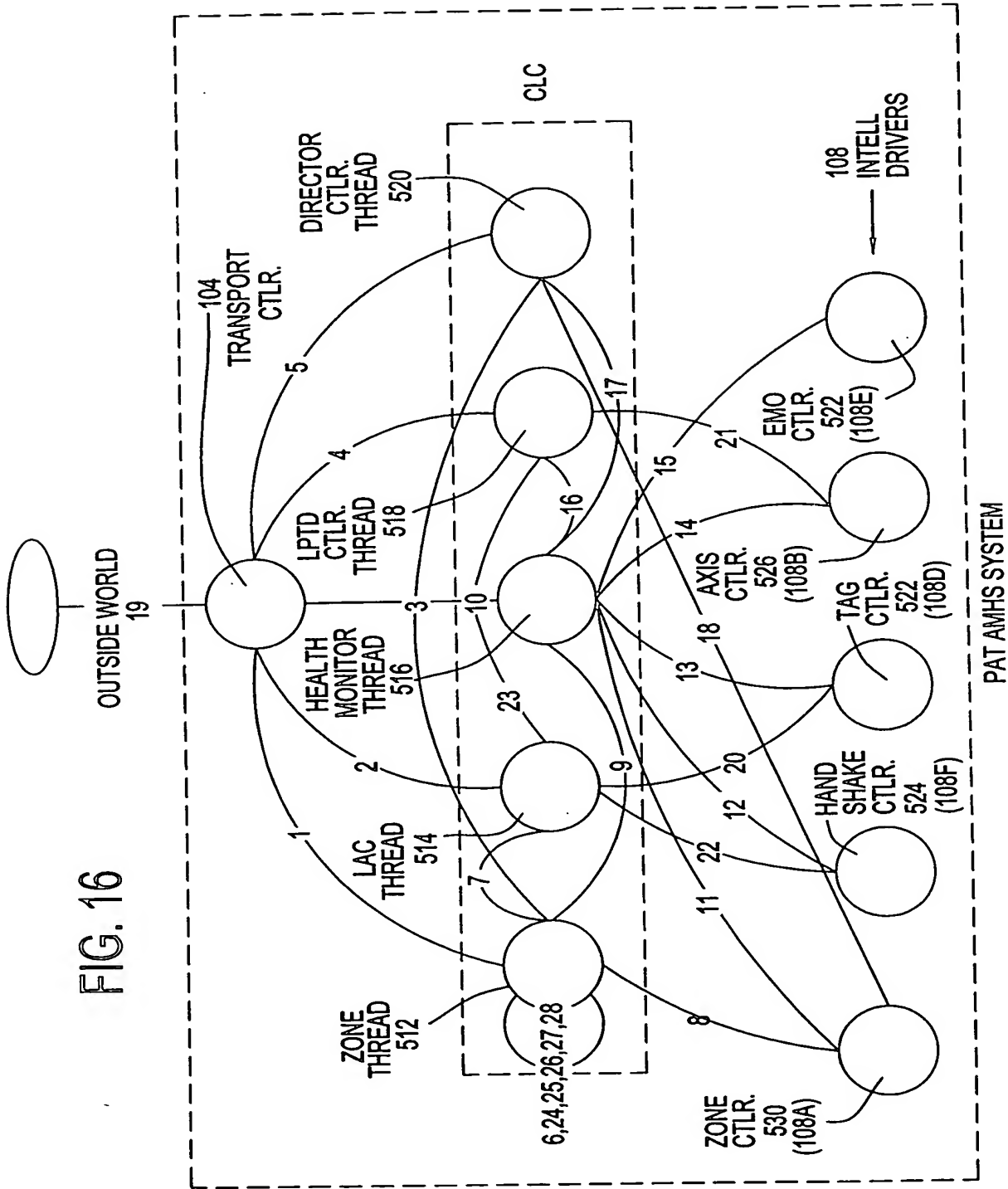


FIG. 17

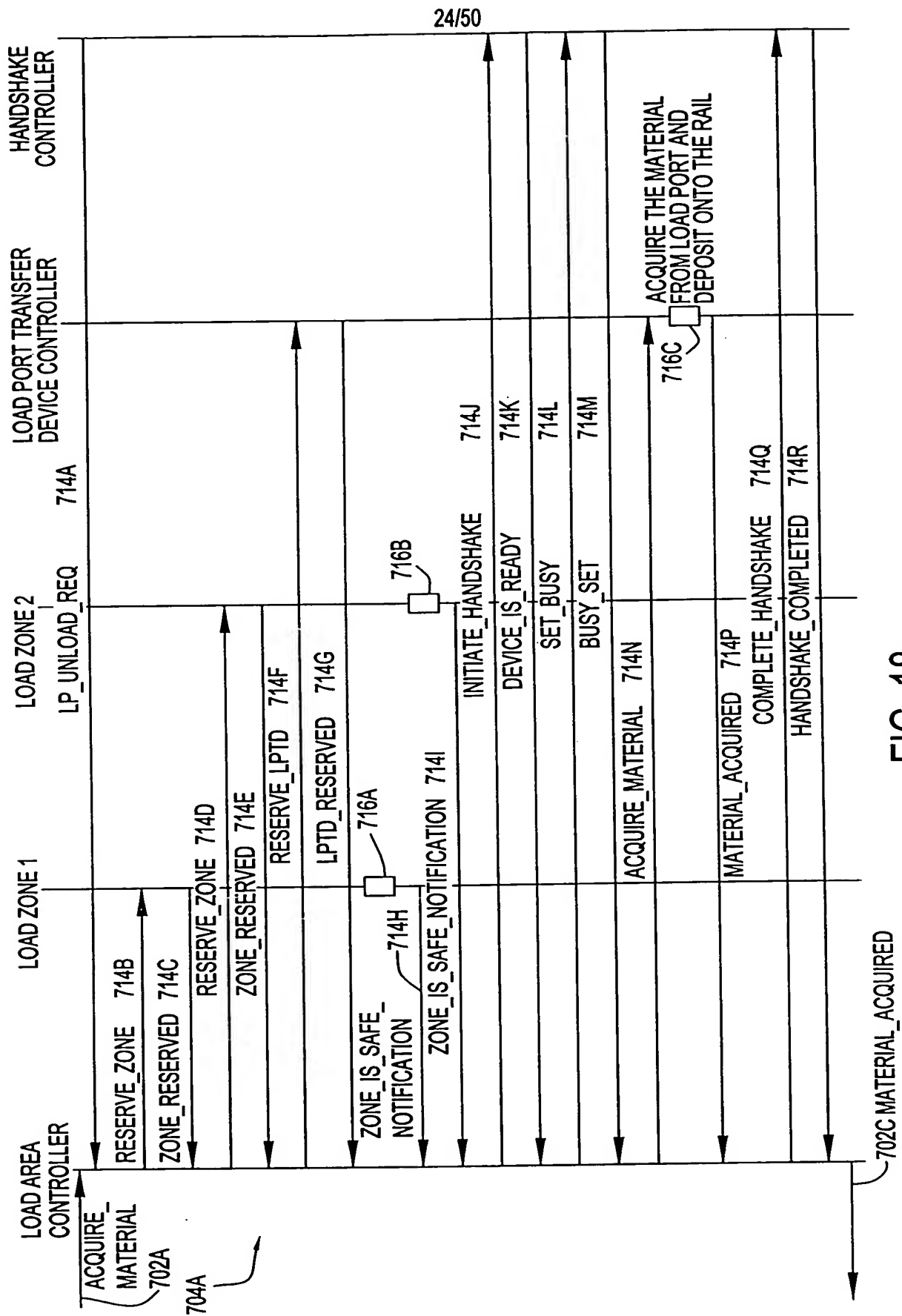


FIG. 18





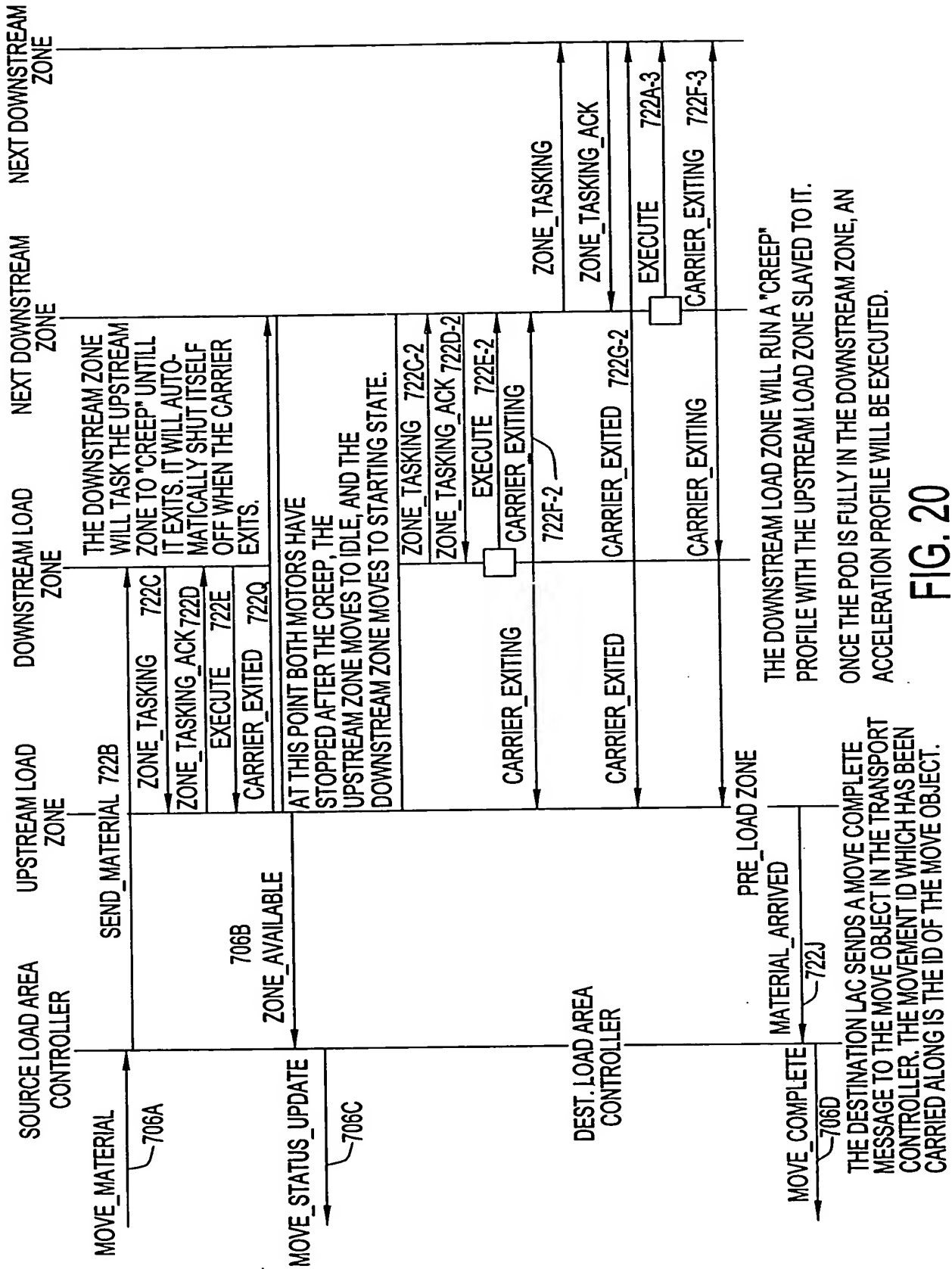
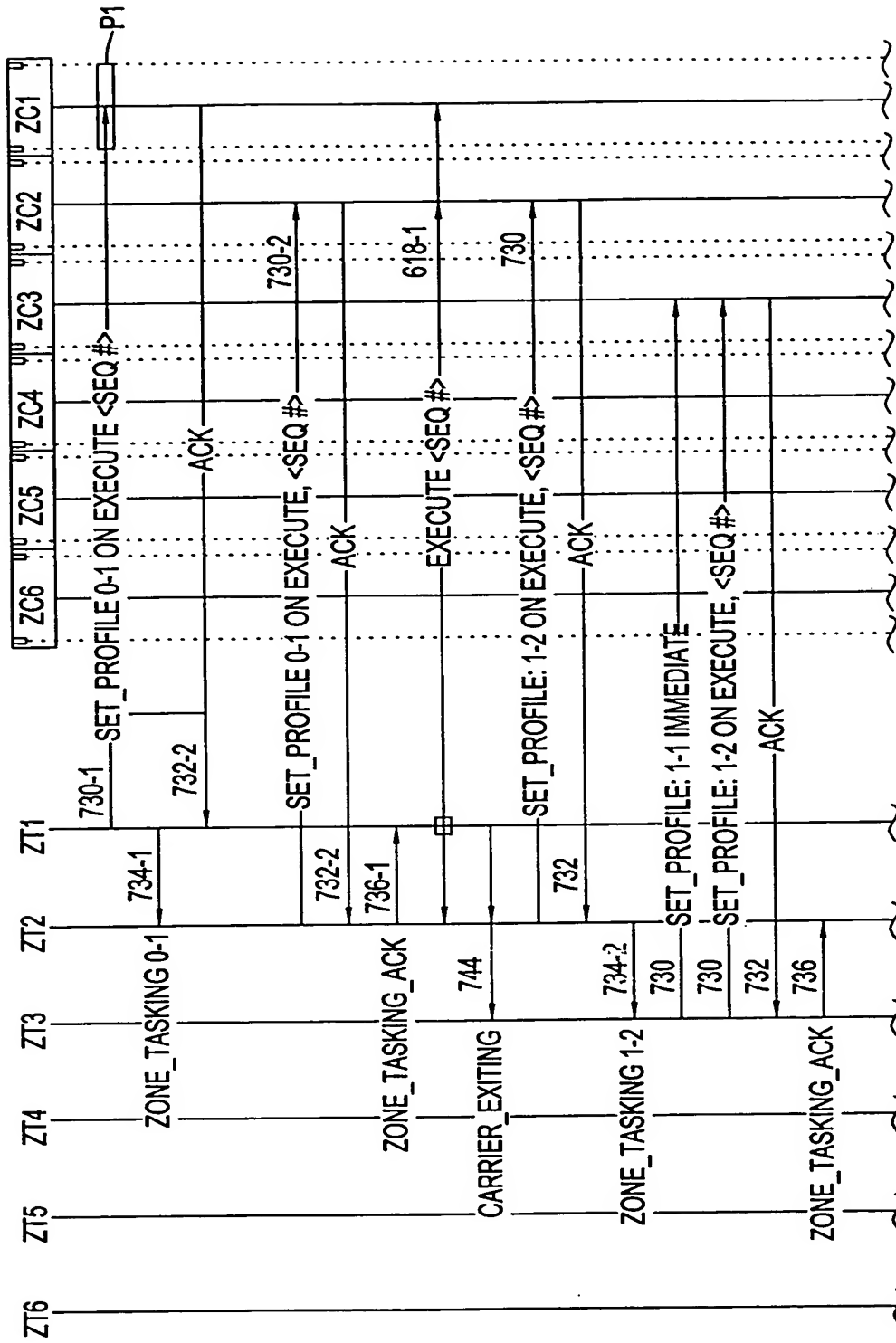
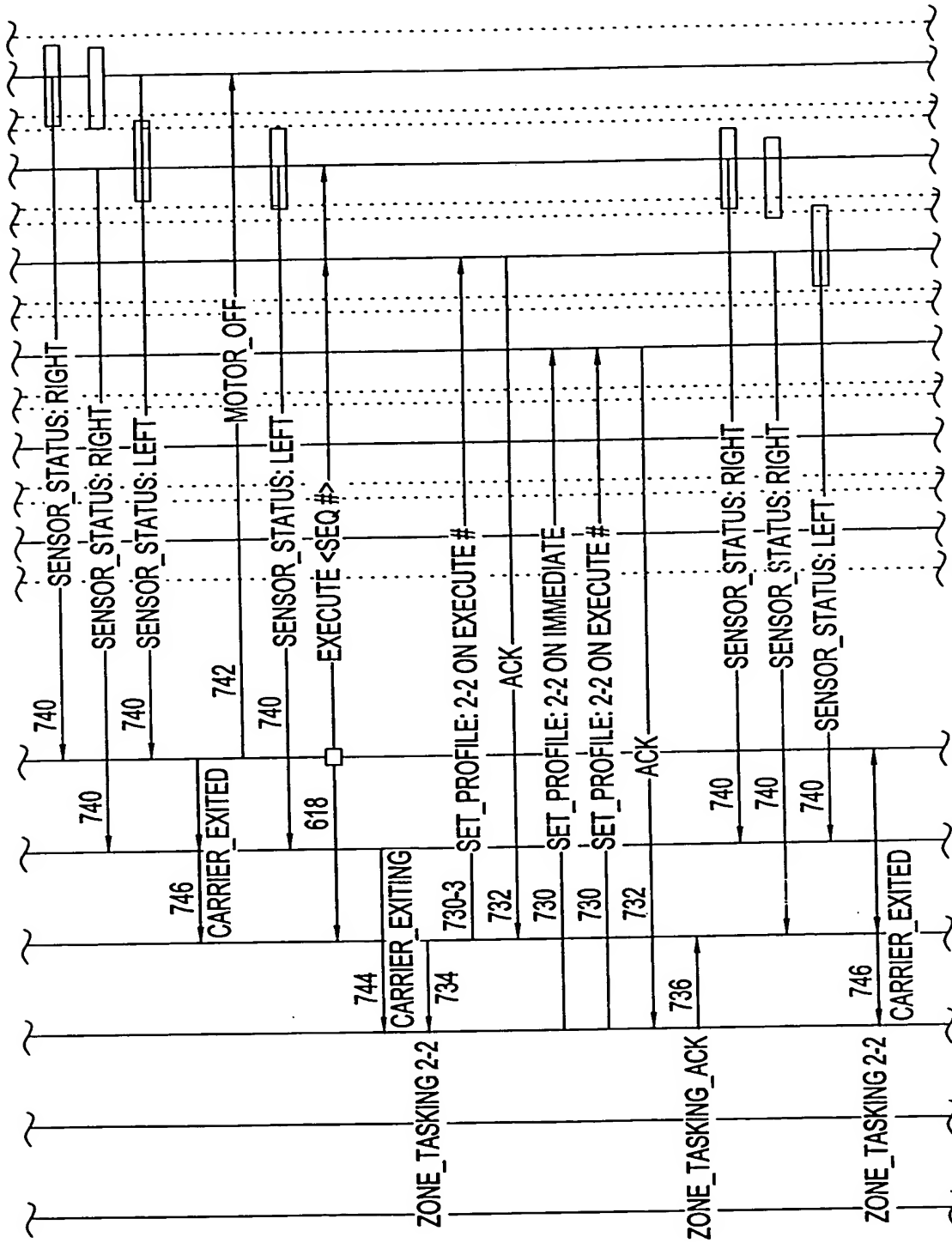


FIG. 20



CONTINUED TO FIG. 21B

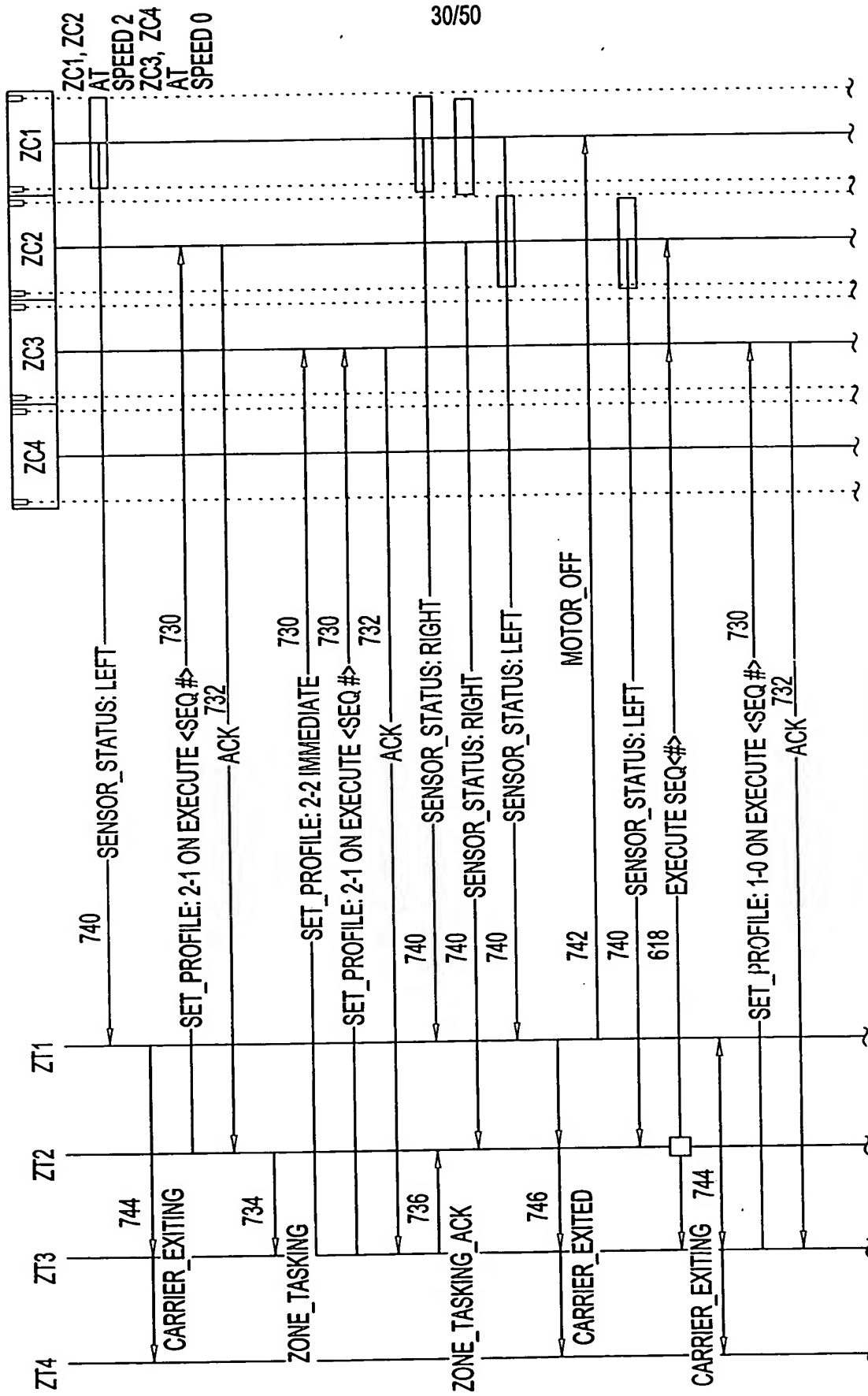
FIG. 21 A



CONTINUED TO FIG. 21C

FIG. 21B





CONTINUED TO FIG. 22B

FIG. 22A

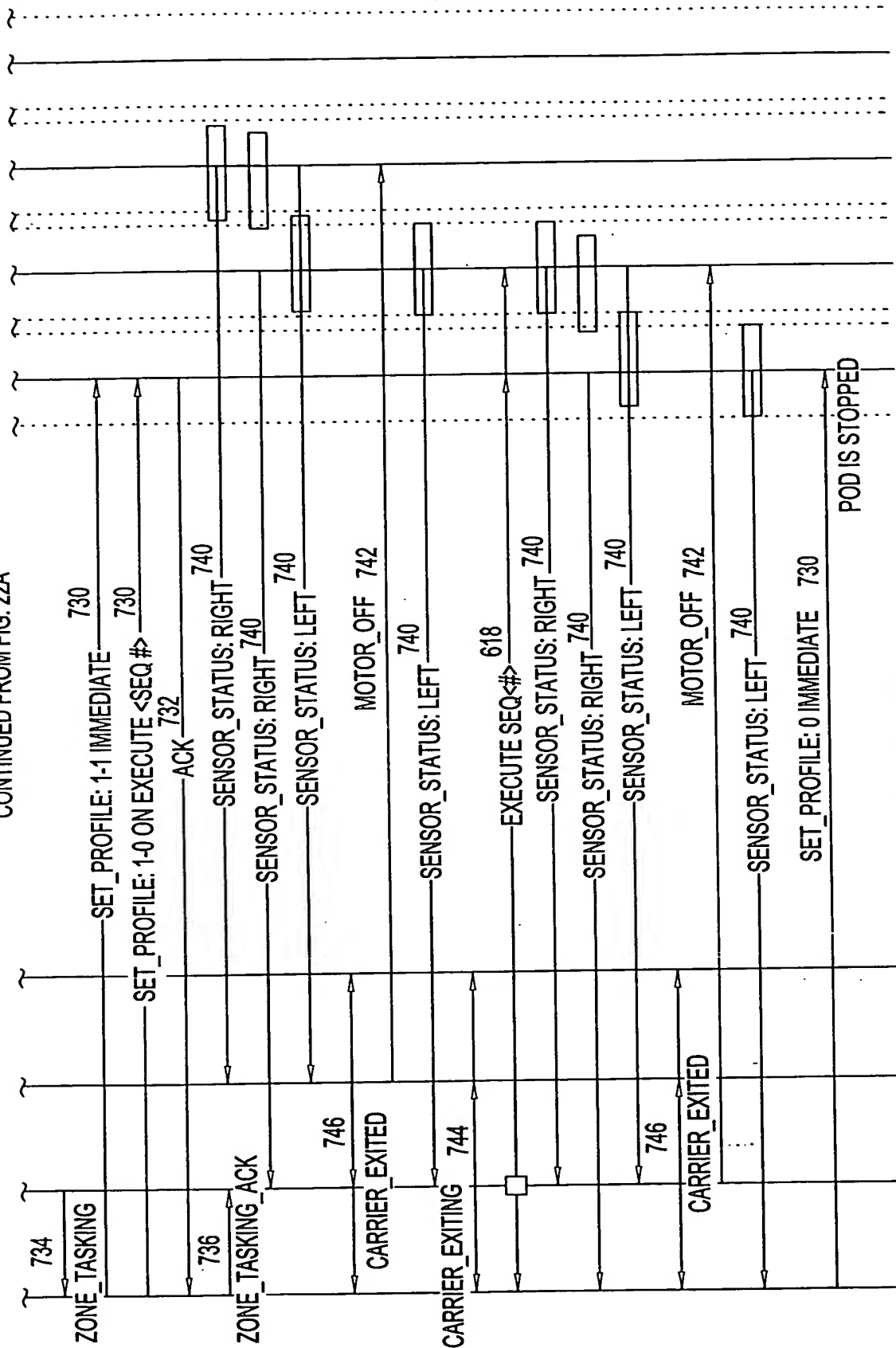


FIG. 22B





The diagram shows a series of horizontal lines representing different signals over time. The signals are labeled as follows:

- MATERIAL\_DELIVERED**: A signal that transitions from low to high at the start of the sequence.
- COMPLETE\_HANDSHAKE**: A signal that transitions from low to high after the first handshake.
- HANDSHAKE\_COMPLETED**: A signal that transitions from low to high after the second handshake.
- FREE\_LPTD**: A signal that transitions from low to high after the third handshake.
- FREE\_ZONE**: A signal that transitions from low to high after the fourth handshake.
- ZONE\_AVAILABLE**: A signal that transitions from low to high after the fifth handshake.
- FREE\_ZONE**: A signal that transitions from low to high after the sixth handshake.
- ZONE\_AVAILABLE**: A signal that transitions from low to high after the seventh handshake.

The diagram also includes a vertical axis on the right side labeled **708B** and a horizontal axis at the bottom labeled **MATERIAL\_DELIVERED**.

**MATERIAL DELIVERED**

**FIG. 23B**

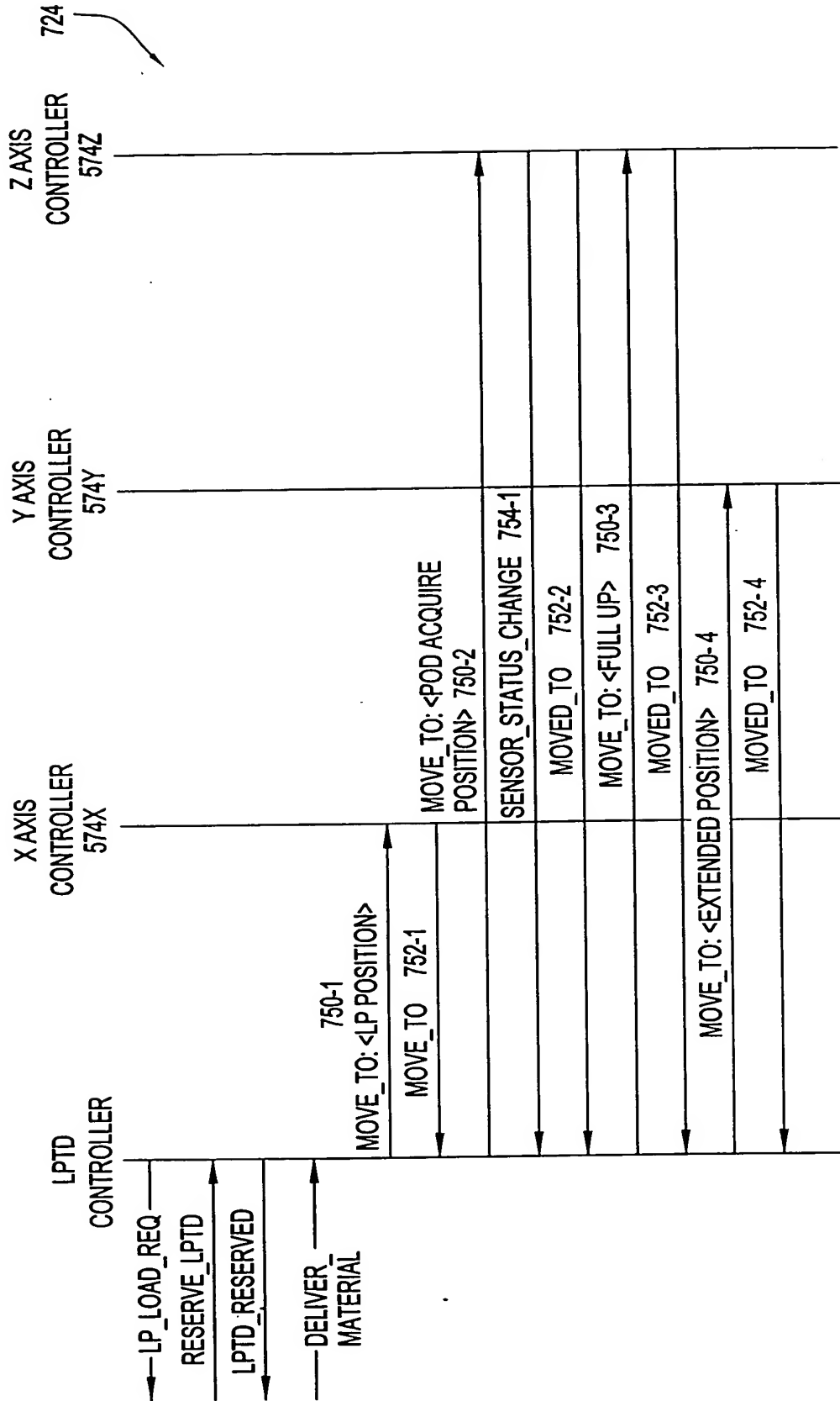


FIG. 24A

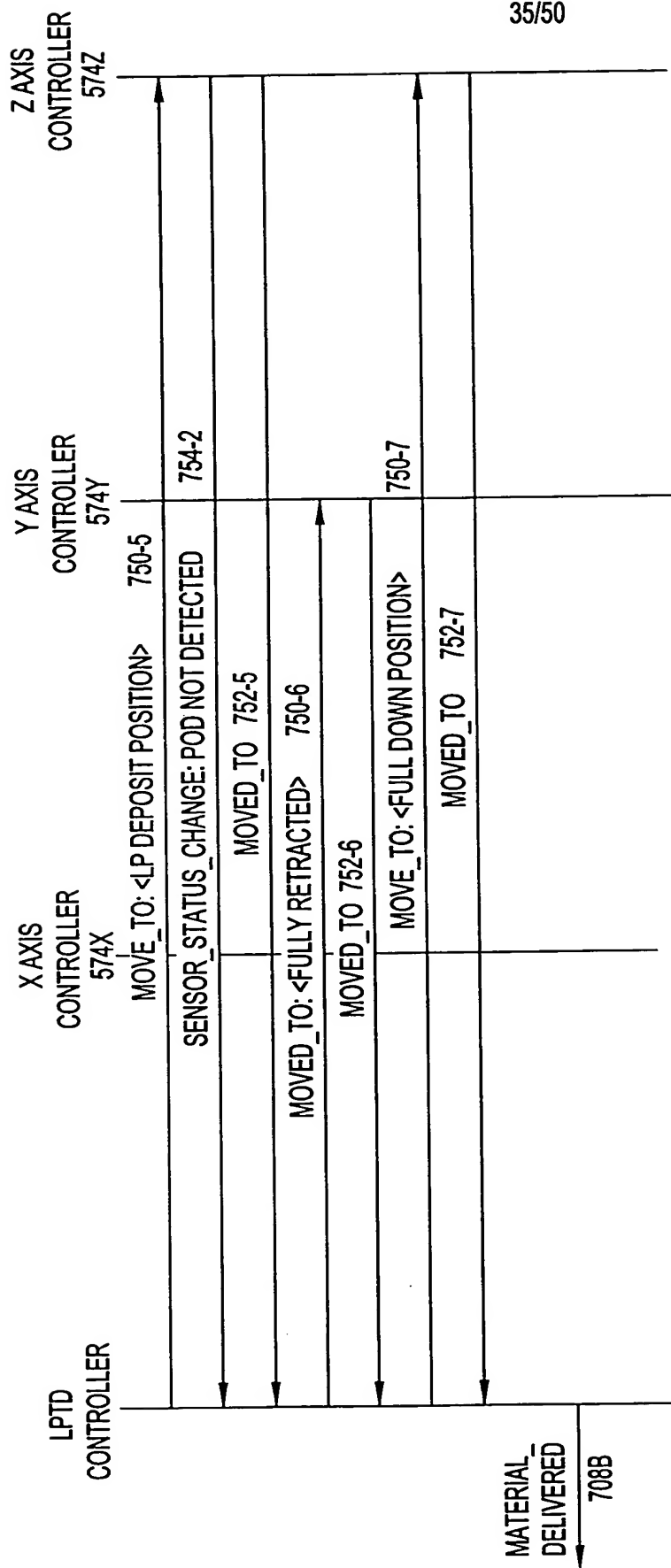


FIG. 24B

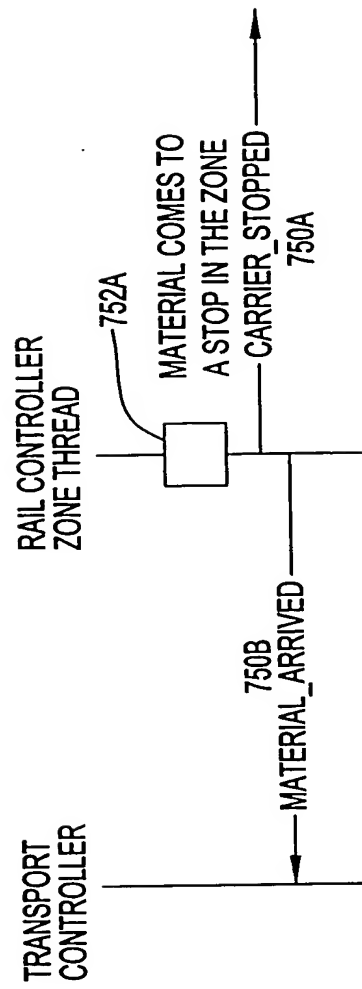


FIG. 25

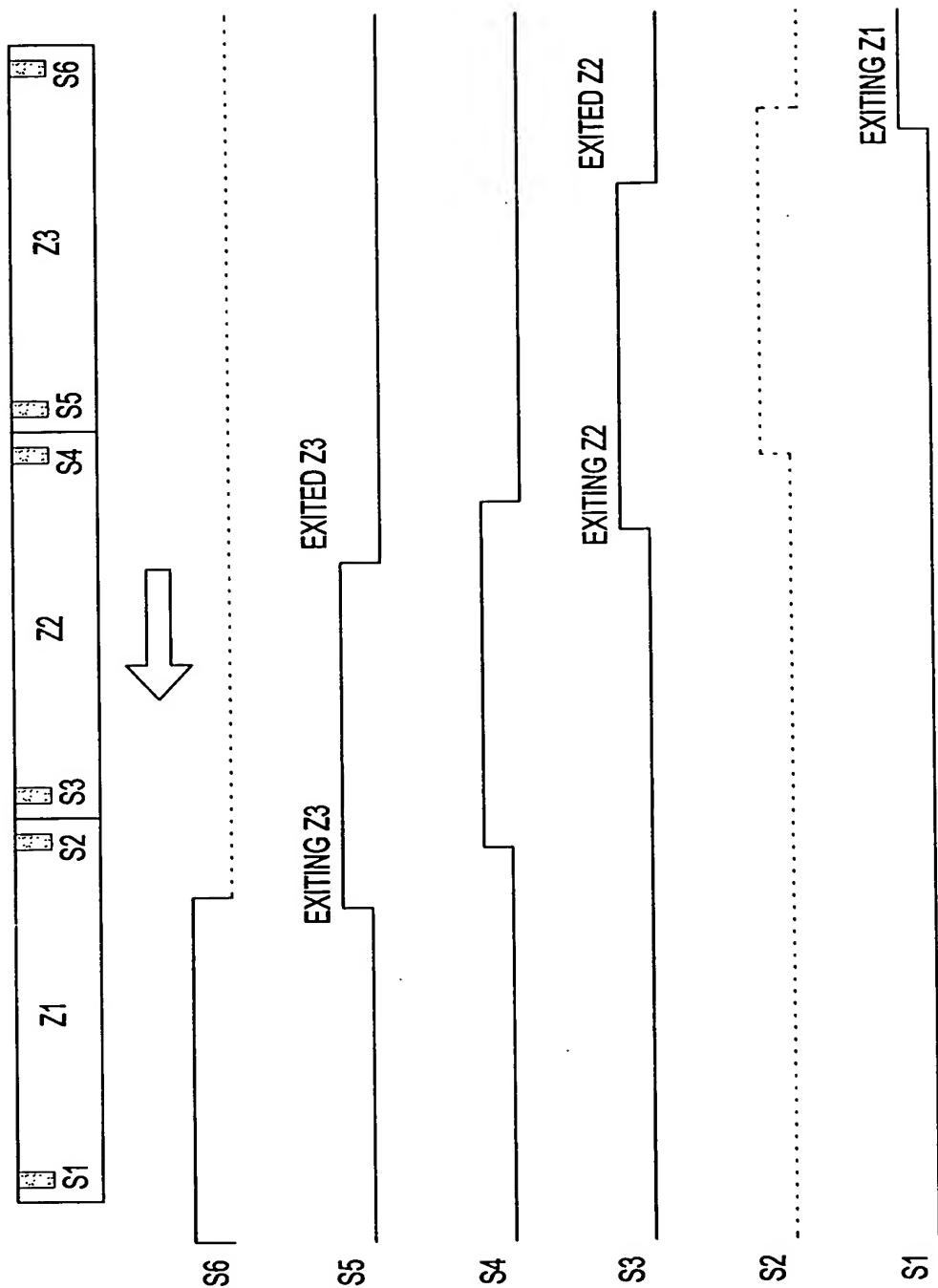


FIG. 26

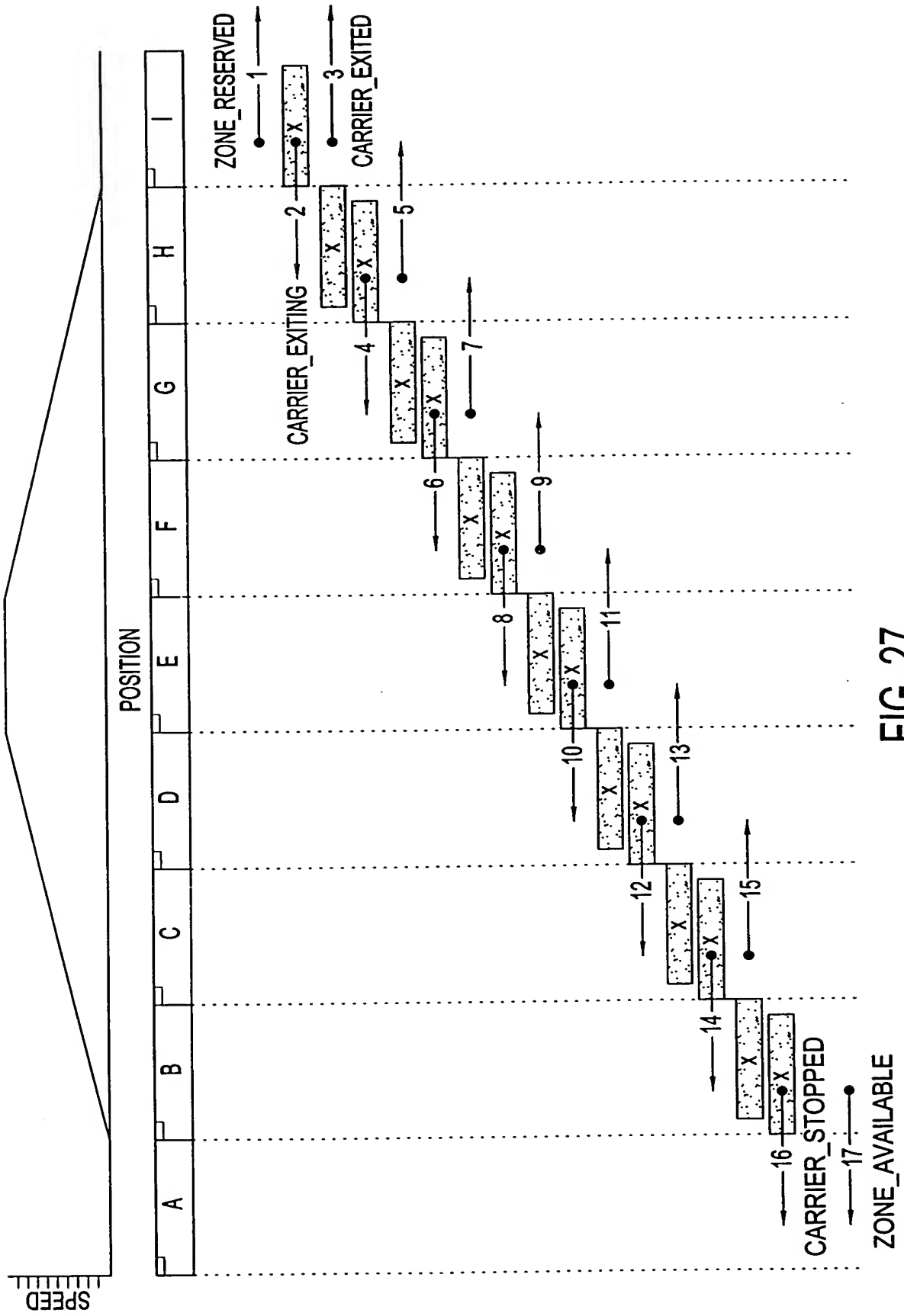


FIG. 27

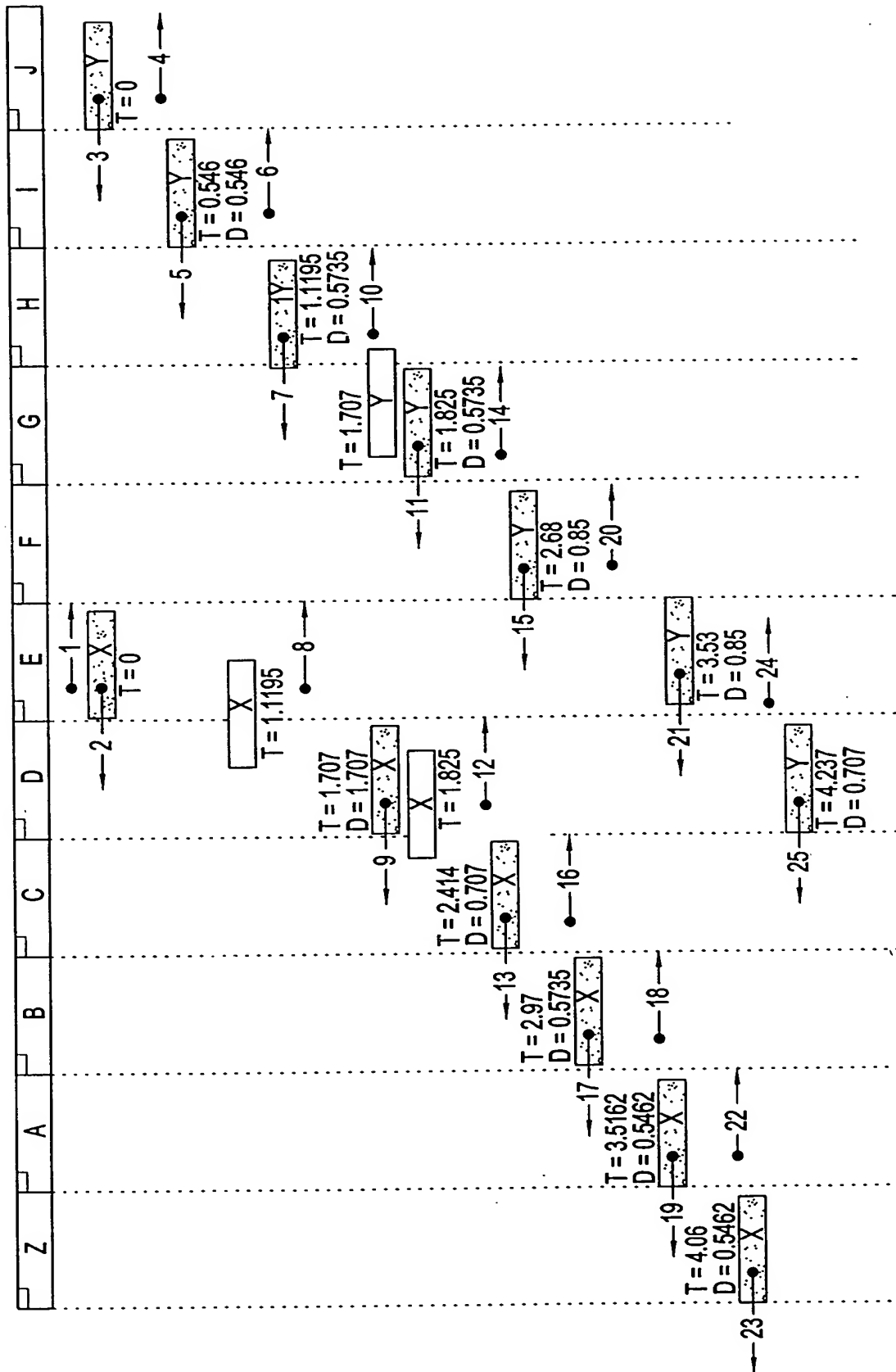


FIG. 28

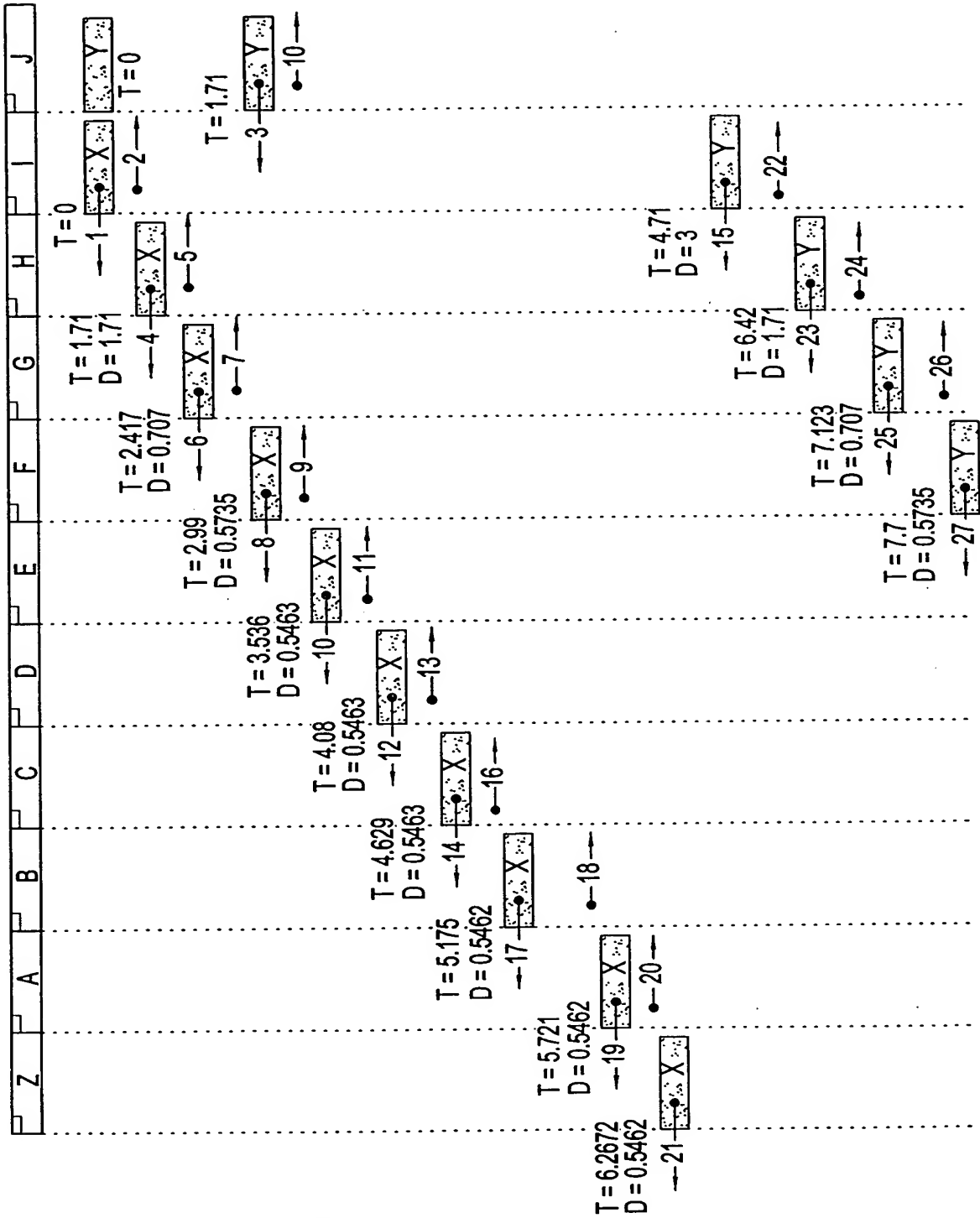


FIG. 29



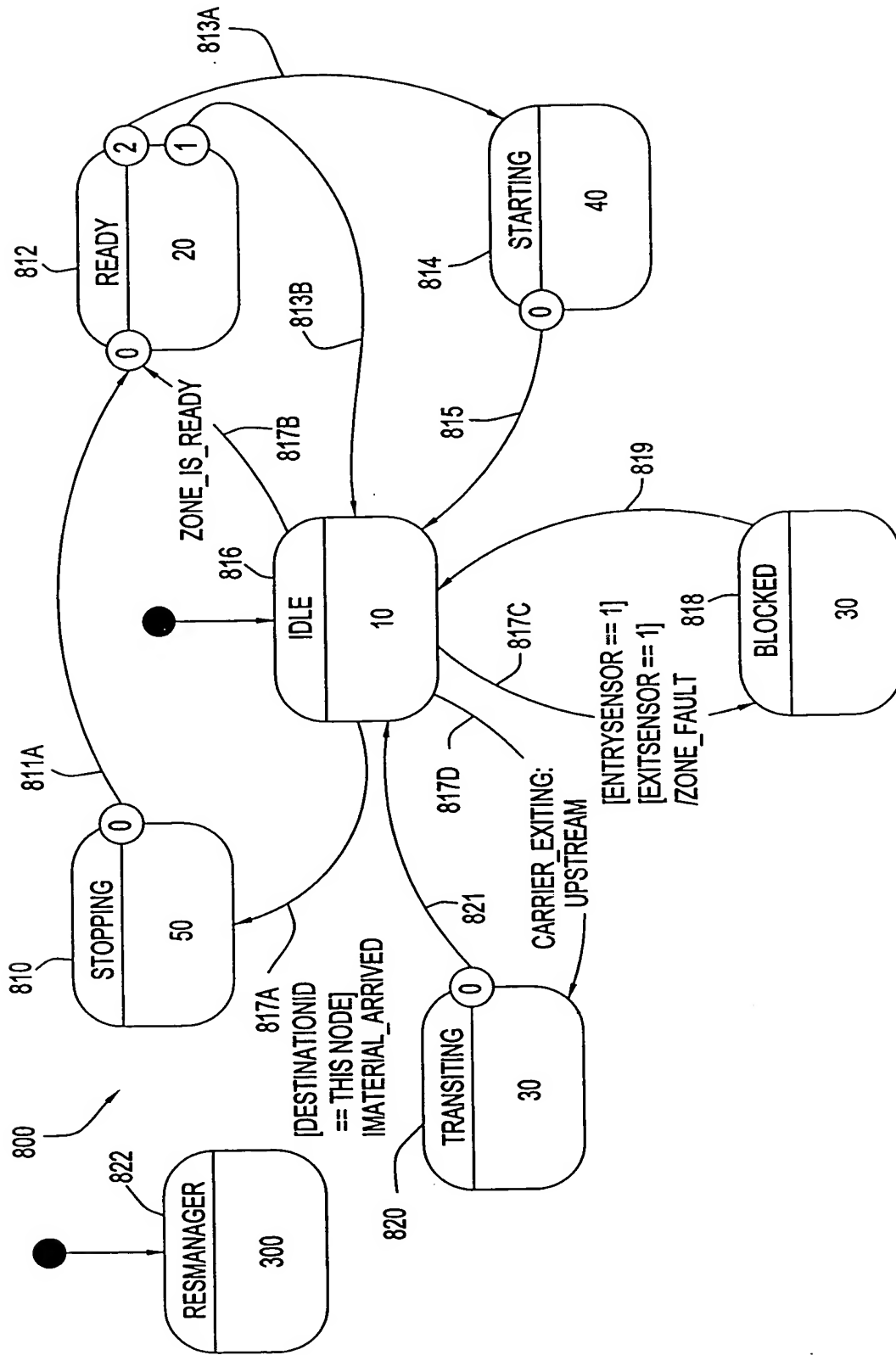
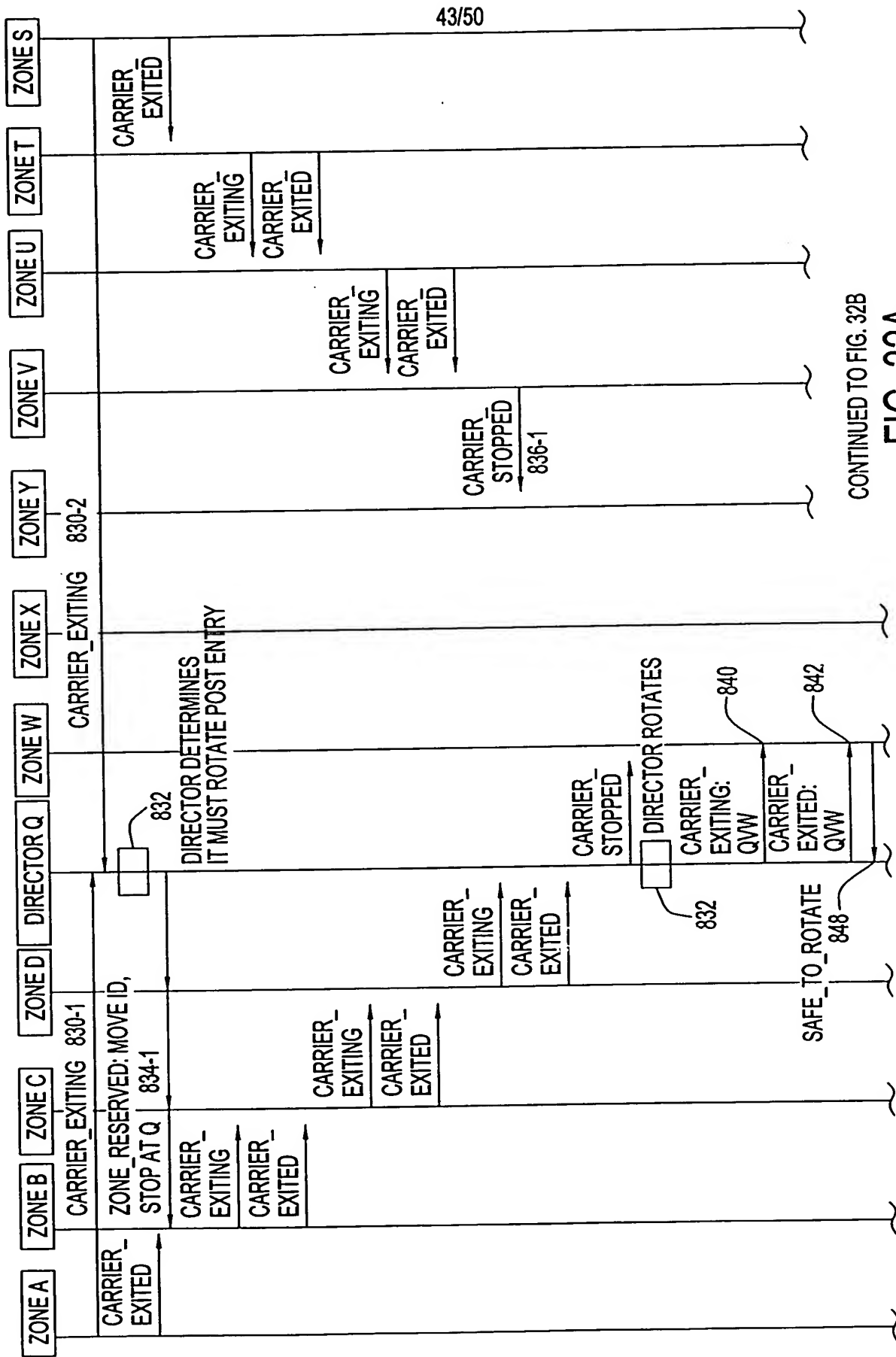


FIG. 30





CONTINUED TO FIG. 32B

FIG. 32A

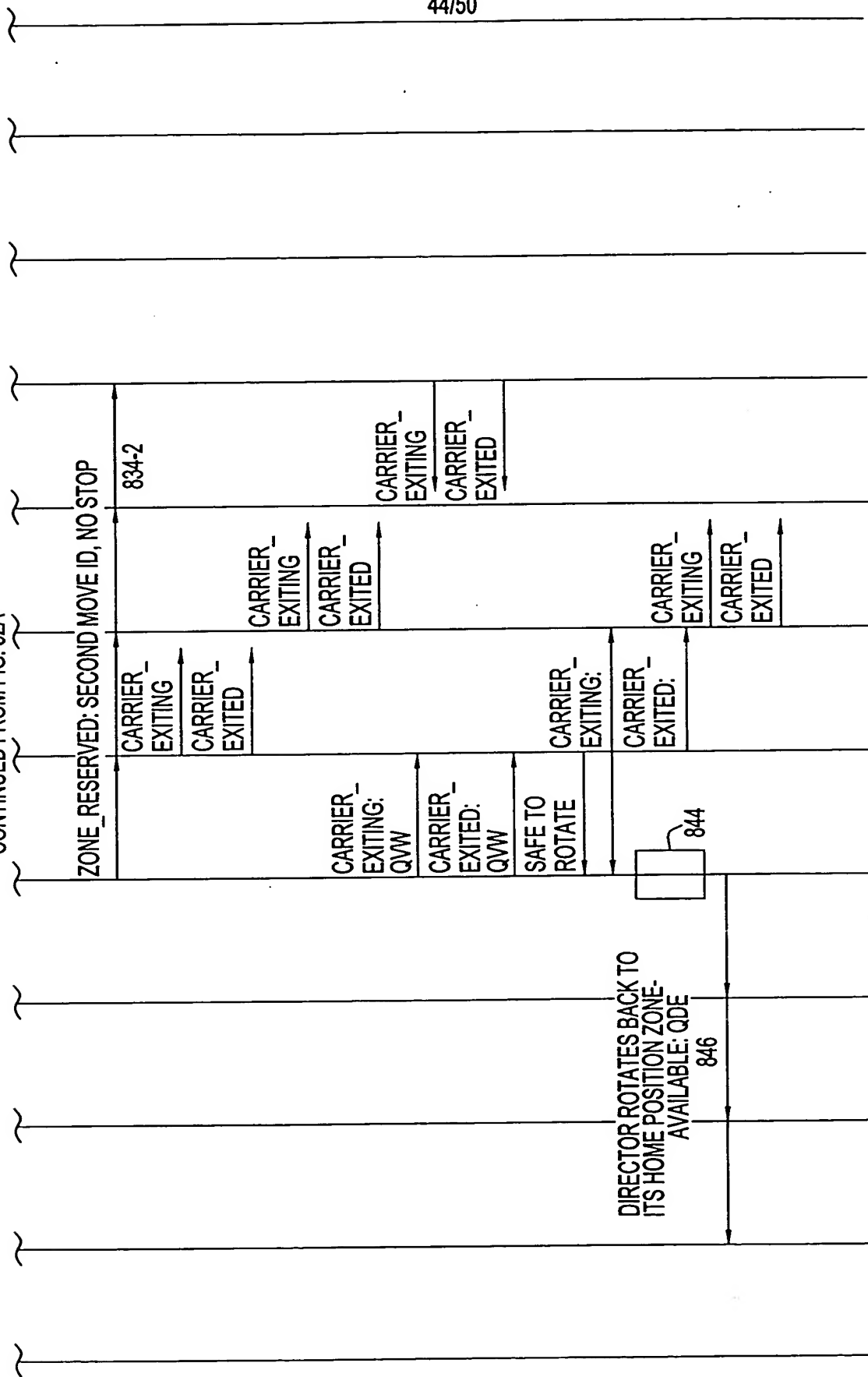


FIG. 32B

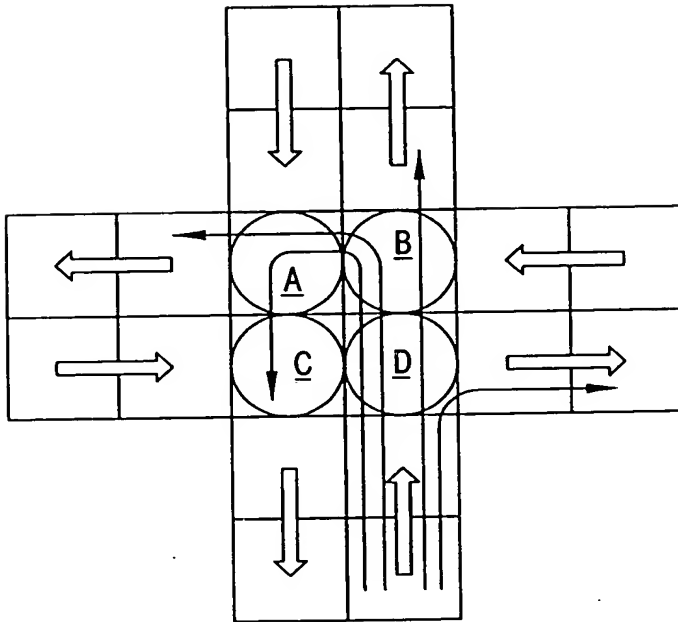


FIG. 33A

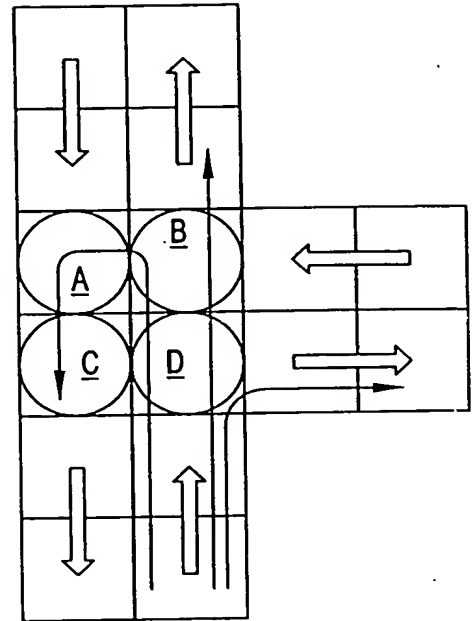


FIG. 33B

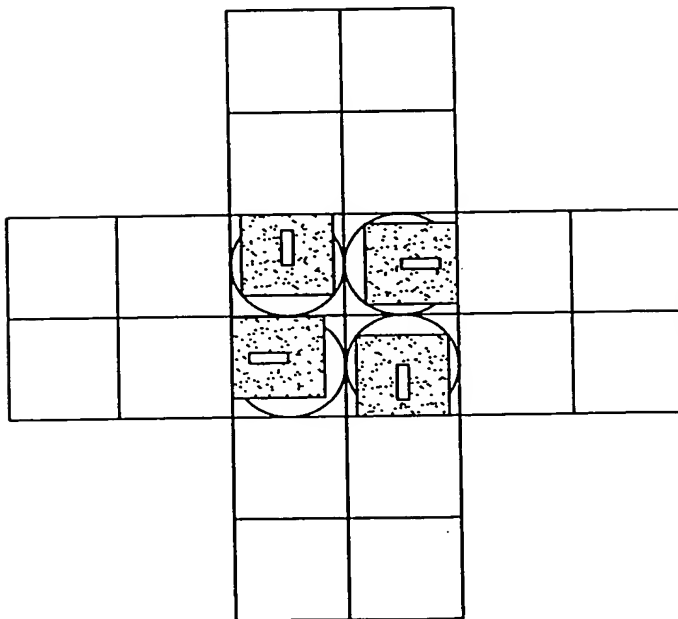


FIG. 33C

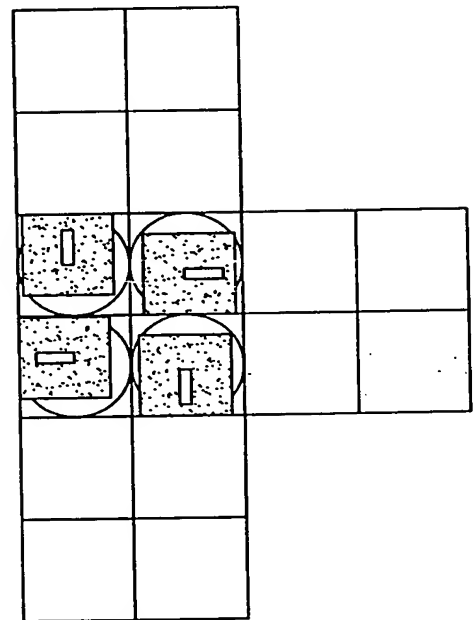


FIG. 33D

ROUTE DISCOVERY EXAMPLE:  
PHYSICAL ZONE LAYOUT

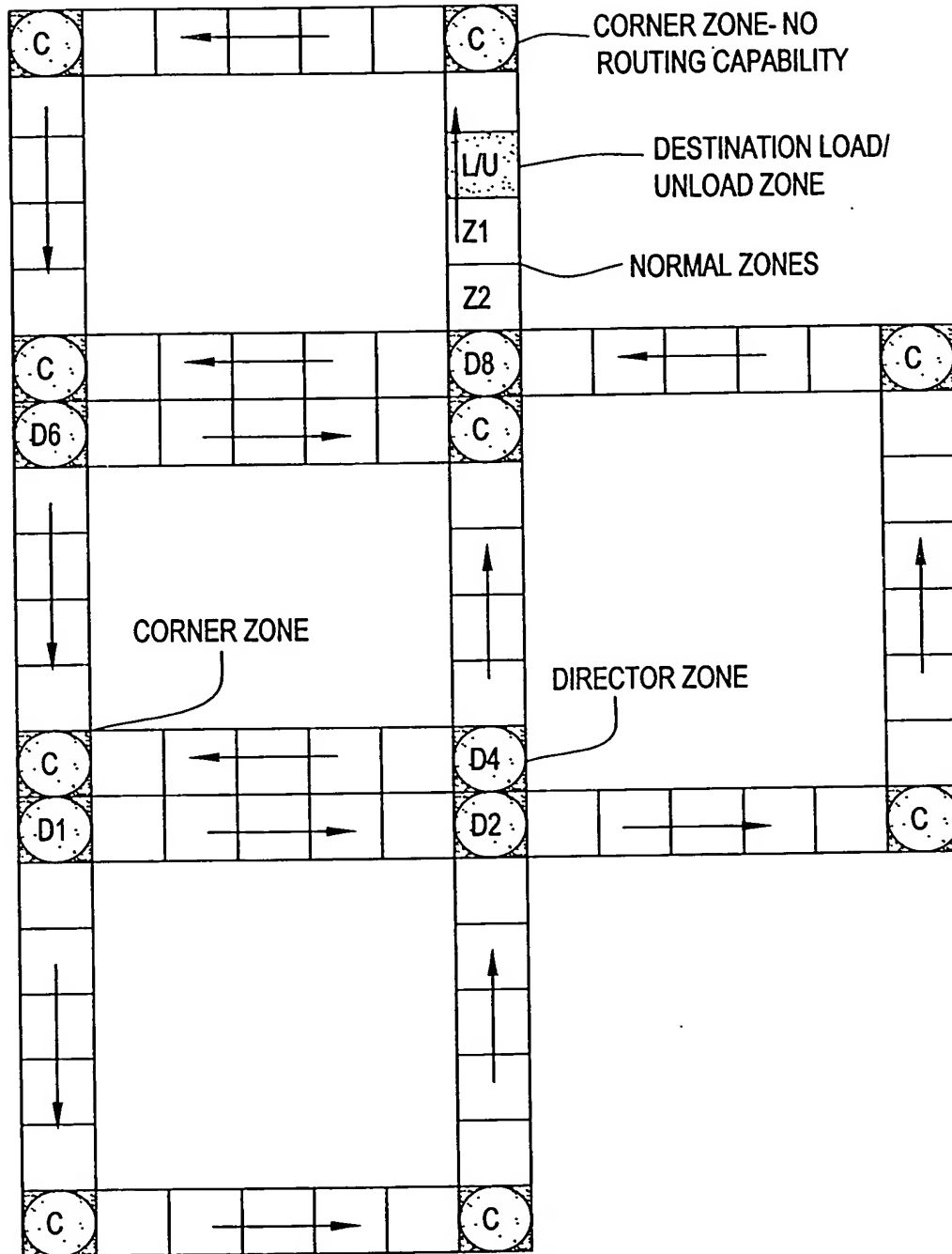


FIG. 34

ROUTE DISCOVERY EXAMPLE:  
UPSTREAM ZONE CONNECTIVITY

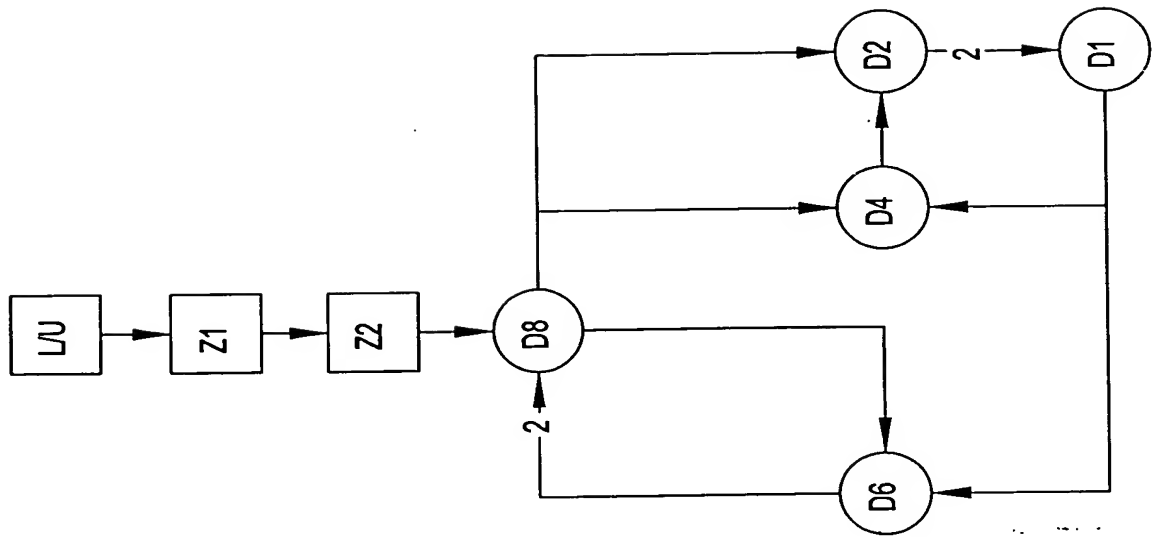


FIG. 35

ROUTE DISCOVERY EXAMPLE:  
PHYSICAL ZONE LAYOUT

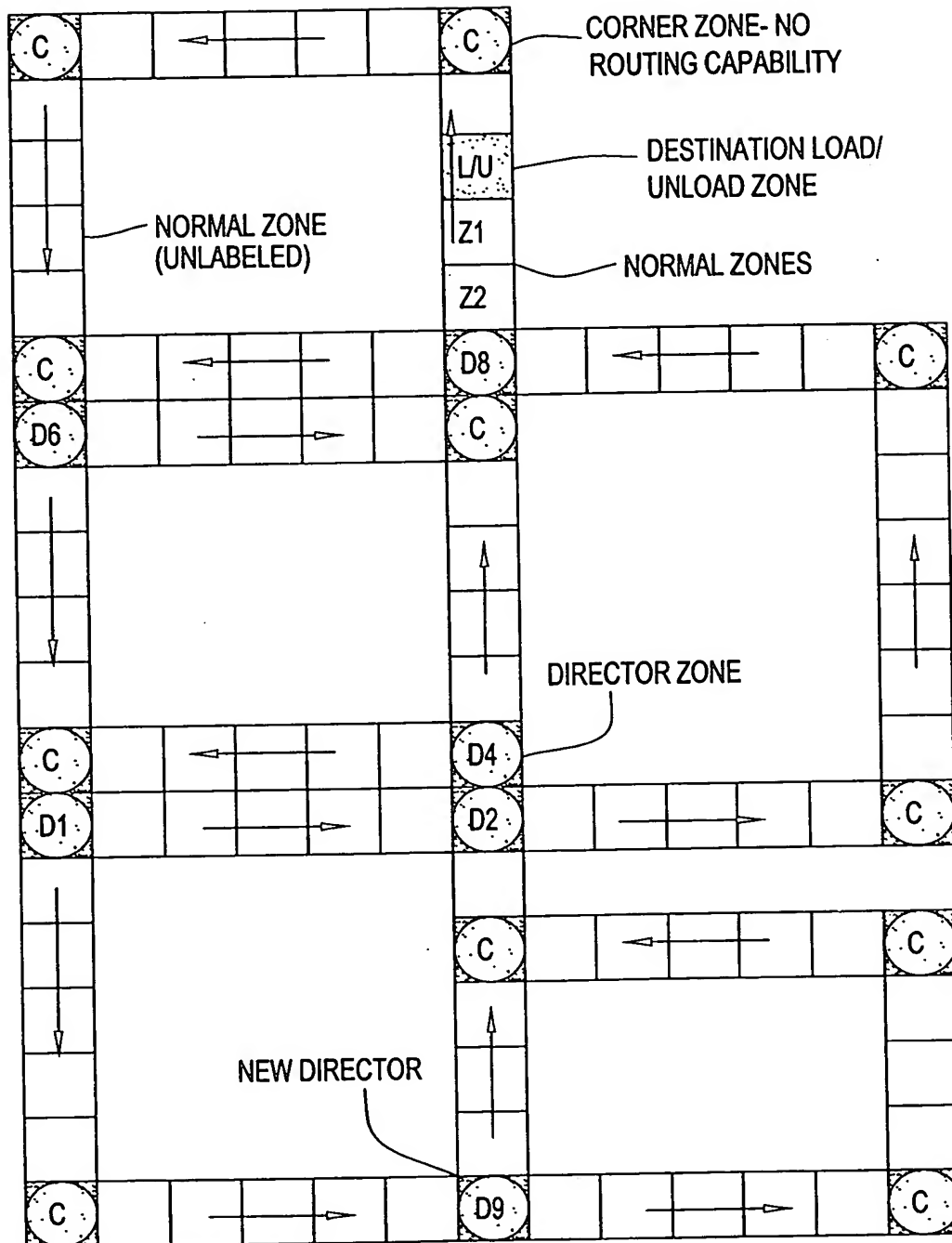


FIG. 36



FAILED NODE:  
EXAMPLE LAYOUT

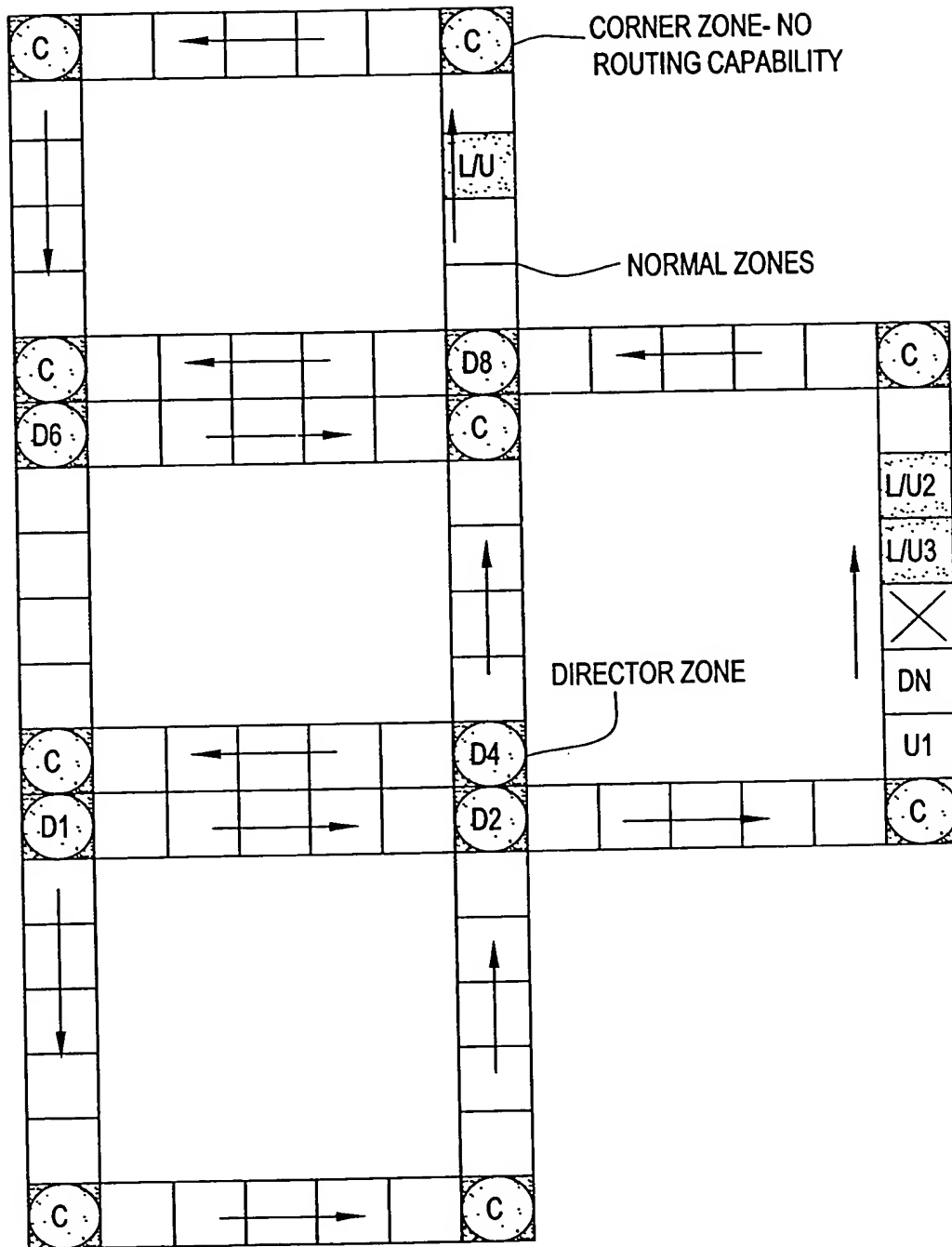


FIG. 37

FAILED DIRECTOR:  
EXAMPLE LAYOUT:

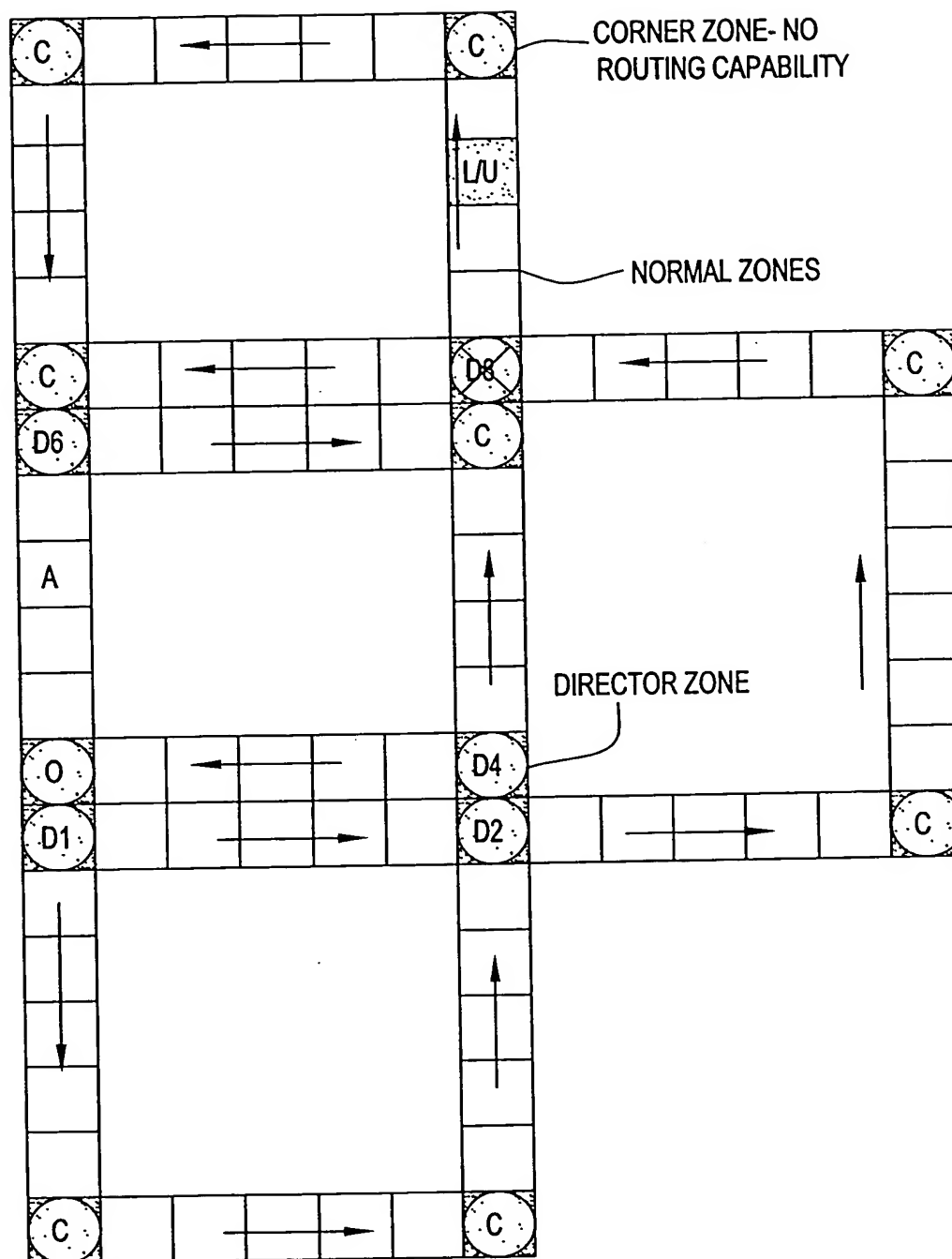


FIG. 38